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Case: 2:21-cv-10814
 Judge: Michelson, Laurie J.
 MJ: Altman, Kimberly G.
 Filed: 03-05-2021 At 01:14 PM
 CMP KYLE RICHARDS V THE ILLUMNATI ASSOC ET AL (SS)

120

Complaint

In The UNITED STATES EASTERN DISTRICT
 COURT OF Michigan

Plaintiff : Kyle Brandon Richards, (Pro Se)
 #64171S
 Baraga max corr. Facility
 13924 Wadago rd,
 Baraga, MI, 49908
 vs.

Defendants: 1.1 The Illuminati Association
 2.1 (Address Unknown AT This Time)
 Check Online
 2.1 THE SKULL AND BONES (ASSOCIATION)
 (Address UNKNOWN AT This Time)
 Check Online
 3.1 THE ORDER OF THE BLACK SUN
 (Address UNKNOWN AT This
 Time, Check Online)

* This is not filed
 Under section 1983,
 but rather asserted
 Against A PRIVATE
 'Partnership' per

28 U.S.C

4.1 THE HEAVEN AND EARTH
 ASSOCIATION
 (Address UNKNOWN AT This
 Time, Check Online)
 5.1 THE FREE MASON'S
 (Address Located Online)

② All 5 Defendants
 ARE Known AS A / THE
"PARTNERSHIP"

THE FOLLOWING CIVIL ACTION IS
BROUGHT AGAINST ALL DEFENDANTS,
KNOWN AS "THE PARTNERSHIP"

Disclaimer

I, Kyle Brandon Richards, make known, That
Ive Sworn No Oaths, Nor Any Vows To Any
Of The Defendants. Im ABSOLUTELY Under NO
OBLIGATIONS Of Silence.

Second, Ive made every reasonable ATTEMPT
To NEGOTIATE AND CONTACT REPRESENTATIVES
OF THESE ASSOCIATED GROUPS. They ASSERT
"WEVE ALREADY TALKED" UNTRUE. They THREW
A PARTY, BUT NEVER TRIED TO REASON
WITH me.

MEDIATION / PROPOSAL FOR NEGOTIATION

Im WILLING TO SETTLE WITH EACH DEFENDANT,
IF THEIR WILLING To be REASONABLE.
Their members harassment, Degredation,
AND CONTINUED TERRORIZING OF me, is
MORALLY ATROCISE, AND I DEMAND
COMPENSATION. (See RELIEF REQUESTED)

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(UNDERSTANDING THE CRAFT)

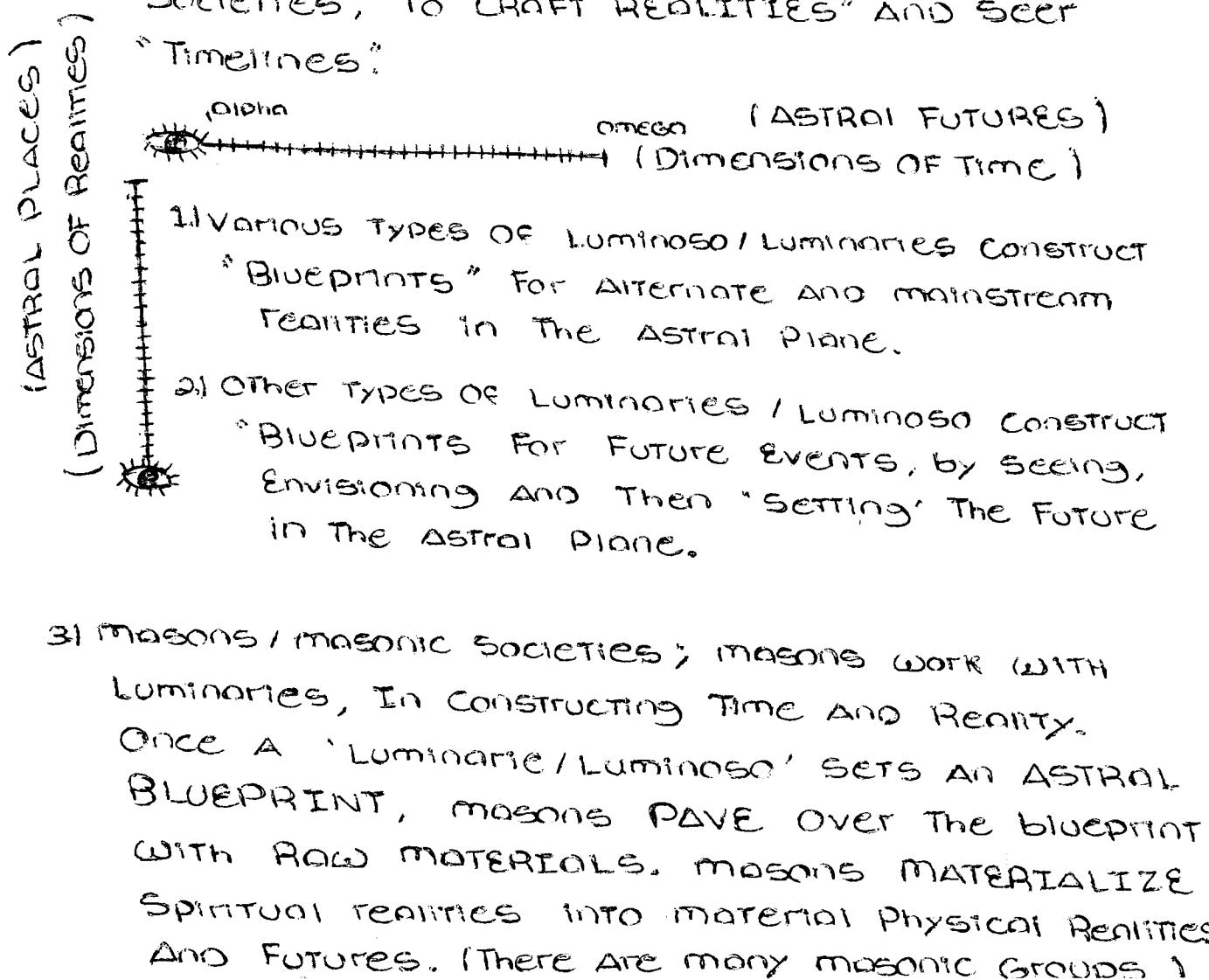
In This World And Universe, There Are Hidden People And Realities, Of Which, Most People Can't See. Many Of These Places Are "ARTIFICIAL CONSTRUCTS" That Have been DESIGNED AND CONSTRUCTED by USING An AGE Old OCCULT TECHNOLOGY. / ENTIRE REALMS OF REALITY AND EVEN PEOPLE CAN BE CREATED, BEYOND PHYSICAL AND SPATIAL LIMITATION, AS WE KNOW IT. TO UNDERSTAND THIS COMPLAINT, ONE MUST FIRST UNDERSTAND THE DIVINE CRAFT PRACTICED BY DEFENDANTS

PlaneScapes AND Reality

In The Universe There Are 2 DISTINCT FORMS OF PlaneScapes That make UP The COMPOSITION OF Reality, ALTERNATE Reality, AND Realms.

- 1.) MATERIAL Planes : MATERIAL Planes ARE Physical PlaneScapes THAT ARE CREATED OR EXIST.
The MATERIAL WORLD IS A MATERIAL PlaneScape.
MATERIAL PlaneScapes HAVE Tangible ELEMENTAL COMPOSITION THAT IS OF Physical DESIGN.
- 2.) ASTRAL Planes : ASTRAL Planes ARE SPIRITUAL PlaneScapes THAT EXIST WITHIN THE ASTRAL.
THROUGH MEDITATION, PERSONS CAN ACCESS THE ASTRAL Plane THROUGH THEIR MIND.
THE HUMAN MIND CONNECTS TO THE ASTRAL Plane. THE ASTRAL Plane IS LIKE A INTERNET THAT CONNECTS ALL PEOPLE, IDEAS, AND INFORMATION. THROUGH THIS WEB, PEOPLE CAN CONNECT, CREATE, AND EXCHANGE IMAGES AND IDEAS. THERE IS NO REAL EXPRESS LIMITATIONS ON THE CONTENT AND LEVEL OF IDEAS EXCHANGED.

SOCIETIES THAT LIVE AND DWELL IN THE ASTRAL PLANE ARE KNOWN AS 'LUMINARIES' OR 'LUMINOSO'. THERE ARE THOUSANDS, IF NOT MORE, OF LUMINARY SOCIETIES AND ASSOCIATIONS, THAT EXIST. THE MOST WELL KNOWN ARE THE 'MAOIST LUMINOSO', 'MAFIA LUMINOSO' AND 'ILLUMINATI ASSOCIATION'. ALL OF THEM PRACTICE A DOCTRINE OF 'LIVING IN THE LIGHT' AND MOST GENERALLY, (NOT ALL) BELONG TO (THE ORDER OF LIGHT). MOST LUMINARY GROUPS WORK TOGETHER WITH OTHER KNOWN SOCIETIES, TO "CRAFT REALITIES" AND SEE "TIMELINES".



CRAFTING REALITIES / PLANESCAPES

In Order To Create Physical AND material Realities, First A 3D Dimensional Blueprint MUST be Drawn in The Astral Plane, AND Then 'SET' INTO A FRAMEWORK. Then The "SPIRITUAL REALITY" is 'CONSTRUCTED' INTO A "Physical Reality" Using Raw Material.

1.1 ASTRAL PROJECTION : THROUGH FOCUS MEDITATION

A Person Can Use 'Cognitive' Astral Projection To Create 'Astral Rooms', 'Astral Halls', AND 'Astral Realms'. By Imagining These rooms AND Focusing On Details. Once That Person Imagines 'Objects', 'Rooms', AND 'Even People', They Can 'SET' Those Images INTO A "Framework" (Drawing Blueprints)

2.1 MATERIAL CONSTRUCTION ; Once The "Framework" Is Set in The Astral Plane, Then The MATERIAL CONSTRUCTION CAN BEGIN. RAW MATERIALS FROM THE 'ELEMENTAL PLANE' IS USED TO CONSTRUCT THE ASTRAL BLUEPRINT INTO A PHYSICAL REALITY.

(There is no such thing as nature in its typical sense.
"THE NATURAL ORDER" IS A ILLUSION, BETTER YET, THE WORLD ITSELF IS AN ARTIFICIAL CONSTRUCT.)

FOCUS MEDITATION

Through Focus Meditation or Spiritual Astral Projection, A 'Luminary' or Any Such Person Can Craft 'Astral Planescapes'. These Serve As Blueprints For The Materialization Of New Realities. Focus Meditation Or Spiritual Enlightenment Occurs When And Once A Person Gains Cognitive Mastery Learning To 'WALK', 'LISTEN', 'TALK', AND 'SEE' IN THE SPIRIT.

(A MOUTH TO SPEAK)

(Talk) A Person Learns To Talk (Telepathically) By Creating A Loud And Strong Inner Voice And Expanding That Voice In Their Mind. The Voice Is Then Used To Communicate Through Telepathy. (Mental Voice) This Trains The Spirit To Speak.

(EARS TO HEAR)

(Listen) Quite The Mind Until There Is Complete Silence. A Person Will Then Begin To Hear Other Peoples Thoughts When They Reach Out With Their Mind.

(EYES TO SEE)

(See) Focus Your Mental Imagery Without Trying To Think Of Anything, And Then You'll Receive 'VISION'. Then You'll See The Hidden Astral Reality Around You.

(Walk) Forming A ~~Physical~~ Body In Spirit And Learning To EXIT The Physical Body And Walk And Move In The Spirit

(Luminaries)

Traditionally 'spiritual' societies of astral projectionist would serve as "Luminaries" who would set blueprints for constructing alternate realities, rooms, halls, and realms. These 'spiritual blueprints' would set a framework in the spiritual plane, that would serve for the masons who construct these special places into material realities.

(masons)

The masons turn the 'spiritual blueprint' set by the 'Luminaries' into actual physical and material constructs. Traditionally they 'pave' over a 'spiritual/astral' blueprint, thereby setting it in stone. Once it is 'paved' over with concrete, then additional material can be applied, such as, wood, gold, silver, marble, and granite.

There is infinite room for creative possibility. Physical dimensions can overlap each other, dividing material planes. Reality as it looks is not at all what it seems to be. The architectural layout of the universe is vastly hidden.

(Planescapes And Dimensions)

(Earth) There Are Many hidden Places And Entire Realities On EARTH AND IN THIS WORLD, SOME ARE VAST, AND OTHERS ARE SMALLER. SOME ARE AS BIG AS THE WORLD, SOME ARE AS SMALL AS A STATE. SOME ARE 'MATERIAL REALITIES' THAT HAVE BEEN CONSTRUCTED AND OTHERS ARE 'ASTRAL BLUEPRINTS' THAT HAVE YET TO BE CONSTRUCTED. (SPIRITUAL PLANES)

(Space) EARTH IS NOT THE ONLY WORLD IN THE UNIVERSE WITH HIDDEN DIMENSIONS AND HIDDEN MATERIAL PLACES. ACROSS OUR SOLAR SYSTEM, AND EVEN GALAXIES, THERE ARE HIDDEN PLACES IN "TIME AND SPACE", IN WHICH LIFE (HUMAN MOSTLY) EXISTS.

 WHEN WE LOOK AT MARS, JUPITER, SATURN, SO ON, WE SEE LIFELESS PLANETS, BUT HIDDEN FROM OUR EYES ARE ALTERNATE DIMENSIONS, AND "WAREHOUSES" WHERE AN ABUNDANCE OF LIFE MAY EXIST. (THIS IS NOT TO BE CONFUSED ALSO WITH 'DARK MATTER' WHICH EMITS FROM A BLACK SUN, OF WHICH THERE ARE MANY BLACK SUNS / BLACK STARS, WE CAN'T SEE.)

Time: Every solar system has its own 'Timeline' belonging to a sun (star). Within each solar system there are many 'branching' timelines and alternate 'timelines.'

(Dimensions)

REALMS AND ALTERNATE REALITIES;

ALTHOUGH IT APPEARS WE LIVE IN ONE SINGLE VISIBLE REALITY, WE ACTUALLY PASS THROUGH MANY MULTITUDES OF REALITY EVERY YEAR.

ALTHOUGH BARELY NOTICABLE, A VAST MULTITUDE OF "CULTURAL AND SPIRITUAL" REALITIES, EFFECT WHAT WE CAN SEE AND CANT SEE.

FOR EXAMPLE YOU MIGHT BE WATCHING TV AT 6PM FRIDAY. IN ONE REALITY YOU ARE WATCHING A MOVIE, BUT IN ANOTHER REALITY AT THE SAME TIME, A INFOMERCIAL IS PLAYING ON THE SAME CHANNEL.

OR FOR EXAMPLE, YOU MIGHT BE IN A RESTURANT, AND YOU CAN ONLY SEE 20 PEOPLE, BUT IN FACT, IN SEVERAL OTHER REALITIES THERE ARE 100 OR 200 PEOPLE IN THE RESTURANT.

REALITY IS DIVIDED INTO SEVERAL "DIMENSIONS" THAT CAN OVERLAP EACH OTHER.

~~SECRET~~ : ~~Excluded~~ Re

This is because the various dimensions of reality are 'intertwined' in some significant way, based on how a planescape is constructed. Some dimensions can pass through various points in a 'Timeline', creating a certain "wormhole" style effect, allowing people to physically pass through one point in a "Timeline" to another. However, most dimensions have a "portal" effect, merely taking us from one distant location to another. (This is based largely upon a planescapes construction.)

1.1 Portal: Two or more distant locations, places, that are connected dimensionally. Imagine a hallway with 10 doors. One door leads to 'Tokyo', another leads to 'New York', another door leads to 'Ontario', another door leads to 'Moscow', another to 'Paris', 'London', and so on... all connected to a single Hall.

2.1 Wormhole: Two or more places at 'distant' times that are connected dimensionally. Imagine the same hallway, but one door leads to 'Tokyo - 2004', another leads to 'New York - 2001', another to 'Paris - 2000', or 'Ontario - 1995', all connected to a single Hall.

These many (dimensions) generally connect to a color of 'spiritual reality' that represent the mood and culture of that reality.

Infinite multitudes of dimensions can exist simultaneously in the same place. People can inhabit a same location, at the same time, but separated by 'dimensional realities'.

* 'Superintending Dimension': A superintending dimension is one where the dimension that is superintending can effect and control the other dimensions around it. For example, a person who is in a superintending dimension can 'punch' a person, or push a person in another dimension, without being seen.'

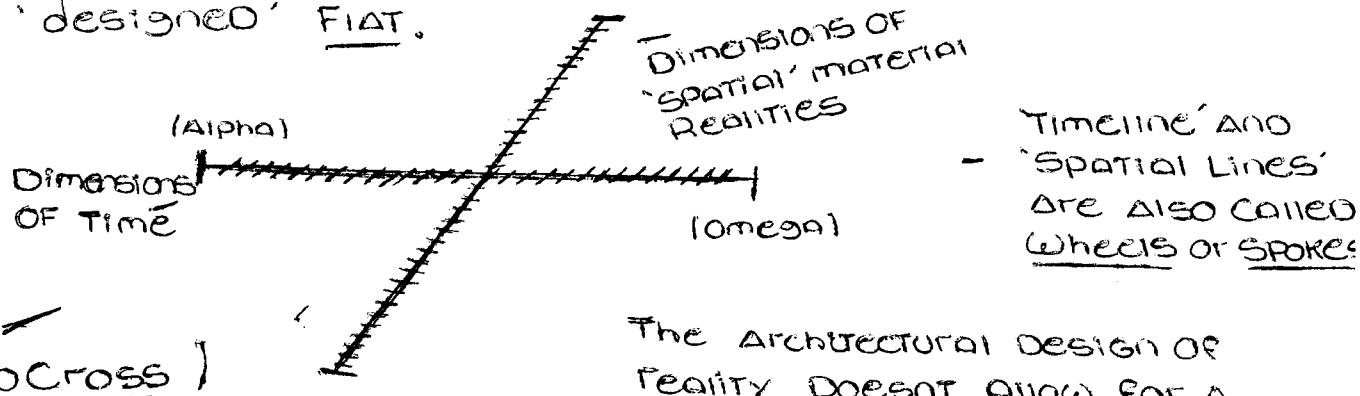
All 'partnership associations' have their own unique dimensions that come together to form alternate subcultural realities.

(ChronoCross + , Chronowheel Ø , Chronosphere Ø)

To Really Understand 'Dimensions' AND HOW THEY EXIST in TIME AND SPACE, WE NEED TO UNDERSTAND THE VARIOUS STYLES OF 'TRADITIONAL', 'CONVENTIONAL' AND 'ALTERNATIVE' ARCHITECTURE. All PLANESCAPES ARE 'CONSTRUCTED' DIFFERENTLY. THE DESIGN OF EACH 'PLANECAPE' WILL GENERALLY DETERMINE WHERE AND HOW DIMENSIONS INTERACT.

(OLD WORLD DESIGN)

In THE OLD WORLD, 'WORMHOLES' COULDNT EXIST BECAUSE THE 'PLANECAPE' OF REALITY WAS 'designed' FLAT.

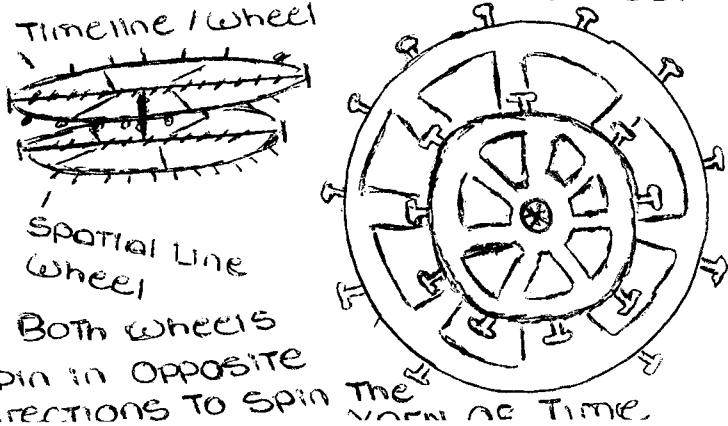


(ChronoCross)

The Architectural Design Of Reality Doesn't Allow For A 'Crossing' Of Time AND SPACE.

(Chronowheel) / NEW WORLD DESIGNS)

DESIGN # 1 / A Wheel WITHIN A Spoke Wheel

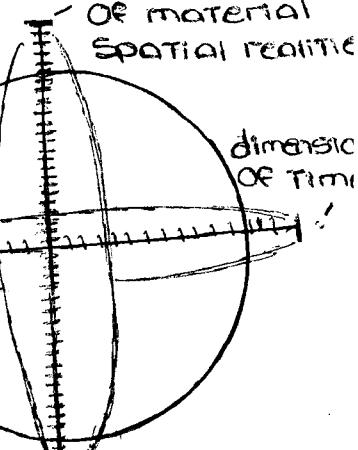


DESIGN # 2

(CHRONOSPHERE)

In Design # 2 Time IS A 'wheel' AND 'SPACE' IS A wheel, AND BOTH TIME AND SPACE ARE INTERTWINED

Spinning Time into A Ball of Yarn



(Time Realities)
(Spatial Realities)

Dimensions: Alternate realities that coexist in synchronicity. The differences in these realities are subtle anomalies that are rarely noticeable except to a person who is watching for them. Different people can inhabit the same place at the same time, but be grouped in different dimensions, so they cannot see each other. For the most part, dimensions appear the same. (Remember dimensions deal with the division of space AND time realities)

Realms: Alternate realities that exist far apart from the common reality of the world (Earth). These realities can take the form of 'fantasy' worlds or science fiction worlds. There is very little limitation in terms of possibility.

Realms can also connect to this earthly universe, so that people can exit and enter them. Realms and dimensions can be infinitely expansive and hold billions of people. (Example: Chronicles of Narnia)

* Physical Reality: Dimensions and realms are physical (NOT spiritual realities) realities. Dimensions and realms are part of the material universe.

Dimensions Can Connect The Universe In A Variety Of Ways, including but NOT LIMITED TO The Following;

Space - Time - in different Space
Space - Space - in different Time
Time - Time - in same Space
Space To Space - in same Time

NOTE: Every Ancient Ruler Has had Their own 'Luminaries' AND 'Masons' From 'Kings' To 'Pharaohs' modern nations also have many diverse 'Luminary' AND 'mason' Fraternal Orders To Construct reality. England has GIEPWERK AND The USA has FREE masons.

The WORDS Space AND Place, SOUND The Same, because They ALMOST ARE. Place EXIST IN SPACE.

A Place IS A material ENVIRONMENT, AND Every Place EXISTS WITH A Space. ACCORDING TO Universal Laws, Space IS infinite, but WHAT IS NOT infinite IS The 'material' NEEDED TO CREATE "Places" IN Space.

Space: A Void ABYSSMAL ABSENT ELEMENT OF Composition. The void OF Space IS infinite LEAVING UNLIMITED ROOM FOR CREATIVE POTENTIAL.

Place: A PHYSICAL AND MATERIAL CONSTRUCT OF ENVIRONMENT WITHIN SPACE, USUALLY INTENDED FOR HABITATION.

Dimension: A QUANTIFIABLE AND COORDINATED DIVISION OF 'Space' AND 'Time' WITHIN A PLANE SCAPE, (APPEARING TO BE A DIVISION OF REALITY)

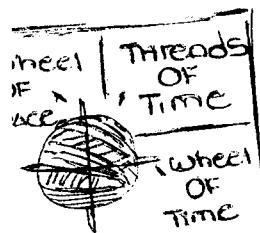
Levels OF Reality

There Are many Different Classification Systems To Define Levels Of Reality. For Example ; Rooms, Are Part OF Houses, AND HOUSES ARE WITHIN HALLS. HALLS ARE WITHIN REALMS, AND REALMS ARE WITHIN WORLDS, AND WORLDS ARE PART OF SOLAR SYSTEMS, THAT ARE PART OF GALAXIES, WHICH EXIST WITHIN OUR UNIVERSE, WHICH IS ALSO PART OF A MULTIVERSE.
(All Realities Are Connected in Some Way)

- 1.1 Multiverse : A Collection OF different Universes That Exist Apart, but Remotely Connected To Each Other.
- 2.1 Universe : A Supreme Reality Consisting OF WORLDS, SOLAR SYSTEMS, GALAXIES AND LIFE. (AS WELL AS RAW MATERIAL ELEMENTS)
- 3.1 Galaxies : Clusters OF SOLAR SYSTEMS Governed by STARS (SPIRITUAL bodies) That Give LIGHT (REALITY) TO WORLDS.
- 4.1 Solar Systems : Ruled by A STAR (SPIRITUAL COLLECTIVE) That Gives LIGHT AND LIFE TO WORLDS. THE TYPE OF STAR (SPIRITUAL COLLECTIVE) DETERMINES THE CULTURE OF THE SOLAR SYSTEM. (BALLS OF YARN)

(* Solar System (Planescape) structure, compares to a Ball of Yarn, spun by Two Wheels intersecting wheel of Time and wheel of Space.)

In essence of cultural and reality all exist within 'artificial constructs'. Reality as we perceive it is false, and designed to make us believe in the 'limitations of this world.' Although there are in fact 'governing principles of science, biology, and life,' that are somewhat meritorious, the representations of scientific principles in this world are limited, and primitive, compared to universal reality.

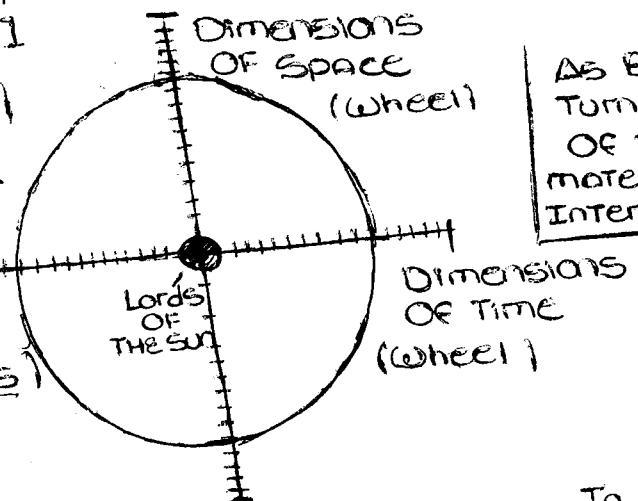


The actual solar system is best described as a ball of yarn

The solar system as we understand it in this world, is incomplete, because it does not encompass its significance to 'Space and Time' reality, dimensional realities, or spiritual, semi material, or divine components. The composition of the solar system, should resemble, but not be surely fixed to this map.

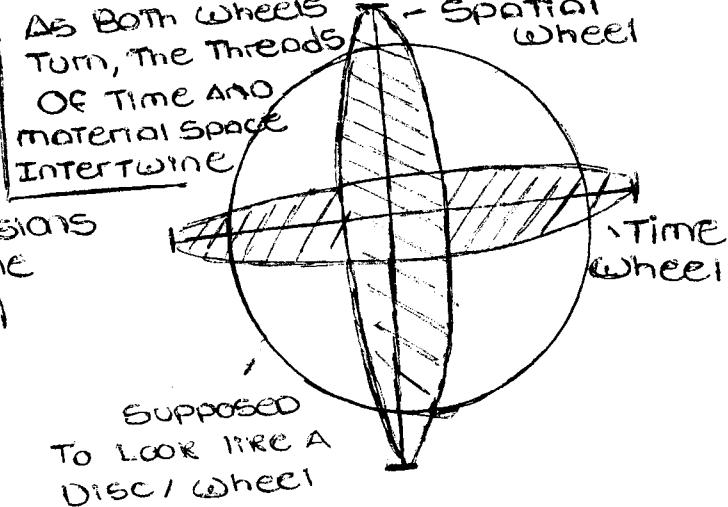
DIAGRAM #1
Within the Heliosphere or Chronosphere, places exist within time and space

(CHRONOCROSS)



As both wheels turn, the threads of time and material space intertwine

Supposed to look like a disc/wheel



5.1 **WORLDS**: WORLDS ARE HABITABLE LIFE BREEDING PLANETS, SUCH AS EARTH.
THE CULTURAL AND SPIRITUAL REALITIES THAT EACH 'WORLD' PLANETSCAPE RECEIVES DEPENDS ON THE DEITIES THAT INHABIT ITS SUN. (SUN-SPIRITUAL COLLECTIVE)

6.1 **REALM**: PART OF A WORLD THAT IS MINISTERED AND RULED BY A (LORD SPIRITUAL) THE HEAD OF A CHURCH, AND GOVERNED BY A (LORD TEMPORAL) OR A KING.
A WORLD IS DIVIDED INTO MANY REALMS. NOW, IN MODERN TIMES THESE REALMS ARE ADMINISTERED BY STATES. (ALSO CAN BE A OTHERWORLDLY PLACE)

7.1 **HALLS / PALACES / CASTLES**: ESTATES THAT EXIST WITHIN A REALM, USUALLY CONSTRUCTED INTO A COMBINATION OF ADMINISTRATIVE BUILDINGS, IN WHICH LINK TO OTHER BUILDINGS ACROSS THE REALM VIA 'PORTAL / DIMENSIONS' AND 'INTERDIMENSIONAL PORTAL' DOORS.

8.1 **ROOMS**: PHYSICAL DIMENSIONS WITHIN BUILDINGS THAT LINK TO OTHER INTERDIMENSIONAL POINTS.

The World Exists Within A Solar System, Which Exists Within A ~~Universe~~^{Galaxy}, That Exists Within A Universe, That Could be Existing in A Multiverse. The material world as we perceive it, is incomplete, limited by A False Projection Of Reality, That Casts Upon Us A very narrow View Of The Universe.

EVERYTHING IN THE UNIVERSE IS AN "ARTIFICIAL CONSTRUCT" THAT WAS IN FACT CREATED by someone. Whether we believe it to be GOD or GODS or A Divine being, Ancient Aliens, or A Segment of Humanity ITSELF, All CONSTRUCTS ARE OF ARTIFICIAL DESIGN AND CREATED TO SERVE A SPECIAL PURPOSE, WHETHER IT BE BEAUTY, drudgery AND Slavery, EXPLOITATION, OR SIMPLY A MEANS TO PASS TIME.
IF FOR BEAUTY, Then beauty is SUBJECTIVE TO CULTURE AND PERSPECTIVE.

My Father Always Called Religion, "Kings Divine Rule" over a collection of people. IF GOD IS A 'KING OF KINGS', Then perhaps we come from a divine will to power, either way 'humanity' is an AUTHOR OF The Universe now, AND Human Will To Power Over OTHER PEOPLE IS A HUMANOID TERM

Access Of Entry

All Areas And Physical Realities And Dimensions Are Linked At Several Points Through What's Best Described As 'Interdimensional Portals' That Can Take Many Diverse Forms.

1.1 A 'Luminary' Can By 'ASTRAL PROJECTION' And 'ASTRAL TRAVEL', CONJURE UP AND LINK TOGETHER SEVERAL OR TWO AND MORE PLACES (DIMENSIONS)

2.1 A 'MASON' Then Paves The 'SPIRITUAL Blueprint' Set In The ASTRAL PLANE, AND CONSTRUCTS IT INTO A 'MATERIAL' AND PHYSICAL ENTRY POINT.

Types Of Entry Points Vary Per Reality. Most Points Of Entry Are Hidden In Secret. They Cannot Be Seen Unless A Person Can Channel And Focus Their Vision Into An ASTRAL PLANE.

Once A Person Finds A Door, They Can Knock, (Usually A CODED KNOCK) AND The DOOR WILL APPEAR To THEM.

The ~~two~~

The Solar System, Now Constructed by
2 Spoke Wheels (The Wheel Of Time) AND
The (Wheel Of Space), Spin AND Weave
The "Threads Of Time" INTO A Ball Of
yarn. Since There Are 'Billions' Of
Solar Systems, There Are 'Billions' Of
'Balls Of Yarn' OR (Space AND Time
weavings Of Reality.) They DO Exist,
but They TOO Are 'ARTIFICIAL CONSTRUCTS';
Even THOUGH OTHER SOLAR SYSTEMS APPEAR
Lifeless, If we dig AND weave THROUGH
Their 'Chronosphere', we may FIND
THAT There IS Abundant Life ACROSS
The Galaxy. (Galaxies)

The Threads Of Time weaving TOGETHER
The Solar System INTO A TIGHT ball,
bring ALL Past, Present, Futures, AND
Alternate Realities AND realms INTO
Alignment, running ACROSS Various
Points. Dimensions linked by PORTALS
AND 'Doors' Provide US Access To
~~Jumps~~ Other Existing Points Of
Material Time AND SPACE.

Doors: Doors Connect Rooms To Halls And Other buildings. Depending On The Place, The Doors Will Appear Differently And Be CRAFTED UNIQUELY.

PORTALS: PORTALS CAN CONNECT 'EARTH' TO OTHER WORLDS, AND TO OTHER PLANETS IN OUR SOLAR SYSTEM.

Those Planets, appearing lifeless, Have Habitai Halls, Rooms, And Realms Within Their Interior.

STARGATES: STARGATES bridge Solar Systems Together That Are Within The Same Galaxy. A Person Can 'PHYSICALLY'
~~as~~ Travel From One STAR SYSTEM To ANOTHER. (USUALLY From A SHIP OR From A STARGATE ATTACHED TO A PLANET.)

'Doors', 'PORTALS', AND 'STARGATES' CAN BE PHYSICALLY TRAVELED THROUGH, WITHOUT HAVING TO LEAVE THE BODY.

(WARNING: DO NOT TRY TO ENTER A STARGATE WITHOUT A PHYSICAL BODY.)

Wormholes: A Wormhole is a door (NOT AN ACTUAL hole) by which two or more places from 'different' points in time, are connected together.

GALAXIES ARE ALSO CONSTRUCTED TO SPIN IN A SPIRAL ALIGNMENT, BRIDGING ACCESS POINTS BETWEEN DIFFERENT SOLAR SYSTEMS. TIMELINES IN DIFFERENT SOLAR SYSTEMS ARE VASTLY DIVERSE, AND LIFE MAY EXIST AT DIFFERENT POINTS. HIDDEN LIFE MAY ALSO EXIST IN VARIOUS DIMENSIONS OF SPACE WITHIN THAT STARS SYSTEM.

PORTALS BRIDGE TWO OR MORE PLACES AT THE SAME TIME. IN MEDIEVAL EUROPE, THE 'COLLESEUM' WAS A PORTAL TO OVER A HUNDRED 'REALMS'. THE ROMAN 'COLLUSSEUM' HAD SEVERAL DOZEN 'ARCHWAYS' THAT WERE PORTALS TO DIFFERENT REALMS ACROSS THE WORLD.

STARGATES ARE VERY SIMILAR, AS THEY CONNECT SOLAR SYSTEMS. THEY APPEAR AS 'LARGE DOORS' OR 'LARGE PORTALS'. PEOPLE CAN QUICKLY TRAVEL SYSTEM TO SYSTEM, USING A STARGATE.

STATE OF THE ART (TECHNOLOGY)

In The Advent Of new Technology, Luminaries And masons Are no longer The Sole Tool OF CRAFTSMANSHIP. Due To COMPUTERIZED SYSTEMS THAT CAN "INTERFACE" WITH THE "SPIRITUAL" AND ASTRAL PLANES, The Jobs OF The Luminary AND mason Have been MITIGATED by Heavy machinery.

1.1 NO more HEADACHES.

Luminaries can now Sync To COMPUTERIZED SYSTEMS AND more quickly AND EFFICIENTLY DESIGN 'ASTRAL BLUEPRINTS' FOR CONSTRUCTION WORKERS. COMPUTERS WITH A CLICK OF A BUTTON CAN 'CUT', 'PASTE', AND 'SAVE' EXISTING "SCHEMATIC DESIGNS" AND INSERT THEM INTO THE ASTRAL SPIRITUAL REALM.

ENTIRE ROOMS, HALLS, AND REALMS, WORLDS, AND POSSIBLY ENTIRE GALAXIES, CAN BE UPLOADED, AND SAVED, DUPLICATED SCHEMATICALLY USING ADVANCED SOFTWARE. WHOLE WORLDS CAN BE CRAFTED WITHIN A DAY, POSSIBLY DUPLICATING WHOLE UNIVERSES. PREDESIGNED blueprints CAN BE DOWNLOADED INTO THE UNIVERSE WITH A CLICK OF A BUTTON.

The Advent of These Computerized Systems Has Created A Almost Infinite Potential For New 'ASTRAL BLUEPRINTS'. Luminaries Are Constantly Producing New ASTRAL DESIGNS AND THE MASONS STRUGGLE TO KEEP UP WITH CONSTRUCTION DEMANDS. THE EVERLASTING DEMAND FOR CONSTRUCTION HAS CREATED A BACKLOG FOR MASONIC WORKERS, ALL OF WHOM LACK THE MANPOWER TO MEET THE WORKLOAD.

There is also the issue of 'finite' resources. Light is energy of which there is no shortage thereof. However, raw materials are 'finite' and they will eventually become scarce and unavailable. Masons now have to selectively decide what projects are worthy of their time and dedication of resources.

Lots of Projects set by ASTRAL blueprints, means 'masons' now have tough jobs. Their workload is heavy and their back is likely going to hurt from strenuous work.

2.1 NO MORE BACKACHE.

Masons can now sync their new smart tools into the astral, and pave these 'astral realities' into material physical existances. No more hardwork. Smart machines can follow the blueprint and manually pave realities into a material plane.

3.1 ACCELERATED MASS PRODUCTION

Houses, rooms, halls, and realms and even worlds can be quickly downloaded into the 'astral plane' and turned into material realities. The mass production of dimensional physical realities, are almost limitless.

4.1 The 'Luminaries' and 'masons' of old are now "operators" of technologies in a new era of enlightened spiritual production.

(Note: There are some societies of Luminaries and masons that still practice the old traditional way of crafting.)

QUESTIONS NOW MANIFEST. WHAT DOES THIS TECHNOLOGY LOOK LIKE. IF YOUR THINKING IT LOOKS LIKE A CLUNKY METAL COMPUTER OR PLASTIC SMARTPHONES, THEN THINK AGAIN, SOME 'HARD TOOLS' MAY STILL BE HARD METAL AND LASER, NECESSARY FOR FAST AND EFFECTIVE CONSTRUCTION. I IMAGINE HARD METAL TOOLS THAT DONT DEGRADE AND HAVE EXTREME DURABILITY.

HOWEVER, COMPUTERIZED SYSTEMS I ~~DO ASSUME~~ PROFESS TO BE 'SOFT TECHNOLOGY': THINK OF THE HUMAN BRAIN AS 'SOFT TECHNOLOGY' INSTEAD OF 'METAL MICROCHIPS AND WIRES'. I PROFESS 'ORGANIC AND SOFT CONDUCTING MATTER': INSTEAD OF GLASS SCREENS, I PROFESS IMAGES APPEARING ON ORGANIC SCREENS AS SOFT AS THE HUMAN EYE.

TRY TO IMAGINE WATCHING TELEVISION ON A BIG GIANT EYEBALL, AS CRYSTAL CLEAR IMAGES DANCE ACROSS ITS LENSE, WITH BETTER RESOLUTION THAN ANY GLASS OR PLASTIC TV SCREEN.

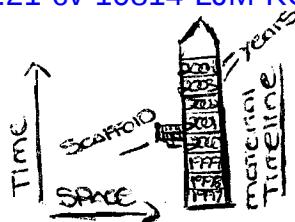
ALSO TRY TO IMAGINE, SITTING AT YOUR COMPUTER, EXCEPT THE MONITOR IS NOT METAL MICROCHIPS, BUT 'SOFT TECHNOLOGY' THAT WAS THE SAME OR SIMILAR MATTER AS THE HUMAN BRAIN. THE BRAIN IS A SOFT TECHNOLOGY MADE OF ORGANIC ENERGY CONDUCTING MATTER.

TIME AND THE SEE / SEA

All Time, From begining To End (OF A PARTICULAR Timeline) Is Generally Planned And Preetermined. Almost Every Religion Acknowledges A Timeline For The Universe As 'ALPHA' (Creation) AND 'OMEGA' (DESTRUCTION) According To Every Religion, Reality OF This World Has been Seen To The End.

Thus, everything in between HAS Technically Already Happened. The Way We're born, All The Events Of Our Life, Every Decision We Make, Those Things Are Seen. This Does NOT necessarily Diminish Free Will, because Every Decision We've Already Freely Made HAS Also been Seen. The beginning AND end OF The World AND ITS (Timeline), AND Everything in Between HAS A "PLAN"

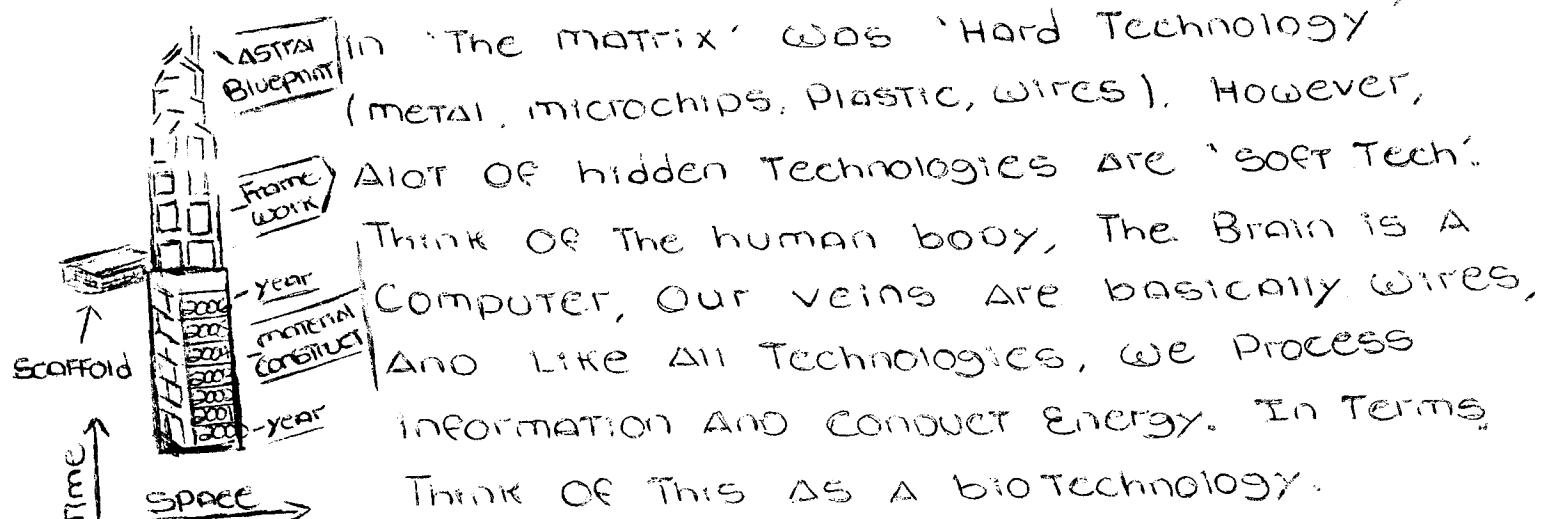
- 1 - 1.1 (Timelines) : There is NOT A single Timeline. Realms THAT EXIST OUTSIDE OF The Timeline OF This World, may Have Different Timelines.



NOTE: When masons construct a material reality of a "Timeline", they work up ↑ time, standing on a "scaffold" outside of time.

When thinking about the reality of the coordination, materialization and construction of time and spatial realities, we should think of "THE MATRIX" as a good example of reality crafting. The 2000 movie "The Matrix", focused on the idea of reality being crafted by a computer program. This notion is sort of close to the actual truth, except the matrix had left a few things out.

SOFT Technology: All technology as it appeared



The material construction of time and spatial realities, employs both 'Hard Technology' and 'Soft Technology' that work synergically and is managed by human beings. We must always remember that the 'ARTIFICIAL CONSTRUCTS' of time and material spatial reality, is a product of 'Human Craftsmanship' and humanities 'Collective' and 'Individual' 'Creative Will To Power Over A Collective Universe'.

Timelines : The Reality Of A Multiverse, Creates Different Timelines For Each Universe. Also, Different Worlds And Realms May Split Or Branch Off Timelines.

Plans : Every Timeline Has A Plan Or Set Of Plans. Generally Various "Interest Groups" And Even Individual People Have An Interest In A Plan. Some Of These Groups Fight With Each Other, Trying To Change The Plan For A Reality.

- * Interest Groups : There Are Several Types Of Interest Groups With Various Agendas. These Can Range From "National Interest Groups" To "Private Interest Groups" To "Special Interest Groups." These Many Groups Have An Interest In Altering, Changing, Preserving Or Amending Reality. Also Use Better Terms :
 - * National Interest Association (NIA)
 - * Private Interest Association (PIA)
 - * Special Interest Association (SIA)

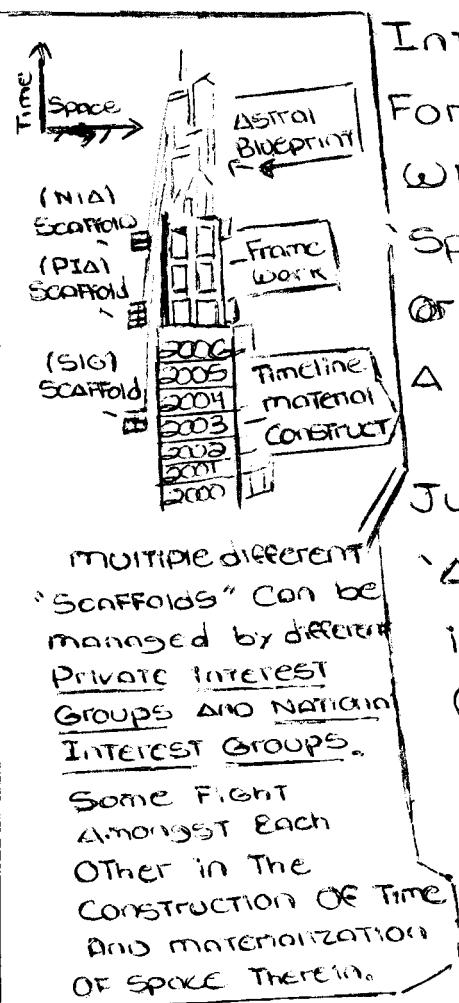
Understanding Various Associations Of Private, National, And Special Interest, Is Imperative To Avoid Adverse manipulation, induction, Deceptive Practice Of Toll, And becoming A Victim Of Such A Social Group Culture. Many Of These Groups Practice 'Usury', 'Manipulation' And Sometimes 'Harassment', Aimed At Achieving A "AGENDA"

Sometimes These Groups Are Known To ASSAULT, batter, And Even Kill People Who Don't Give Them What They Want, When They Want It. Many Who Have Been Granted Special Privileges, Are Apt To Frequently Abuse Their Privileges. Abuse Of Power Is A Frequent And Absolute Reality Of All Of These Special Interest Groups, National Interest Groups, And Private Interest Groups.

- * "Stripping" Is ALSO A Well Known Practice, Where These NIG, SIG, PIG, (NIA, SIA, or PIA) Entrapp, Capture, defraud, Ensnare A Person Or People In A "Scheme" Or Well Orchestrated "Schemes", designed To "STRIP" A Person Of Wealth, Property, Dignity And Sometimes Even Life.
- * "Eating" Is A Practice whereby A interest Groups Eat And Consume People, Property, Cultures, Wealth And even nations, Into Their Collective System (such as a corporate buyout or national conquest.)

NOTE: The best way to define a "interest Group" is the movie called; "THE ADJUSTMENT BEAURU" (A movie made in the U.S.A) In the movie "THE ADJUSTMENT BEAURU" The Secret Society had a single job, which was to make sure everything went according to plan.

ALTERING, PRESERVING, AMMENDING TIME:



Interest Groups have various terms for this process of "ASTRAL TRAVEL" where they "ASTRAL PROJECT" and then speed up their astral planes 'Time'; or they so they project faster through a lense of future events

Just like creating astral rooms and 'ASTRAL BLUEPRINTS', through vast interactions and manipulations of other people, they set forth a "SOCIAL BLUEPRINT" for all future events. Different interest groups have diverse agendas, and not all agree on plans set for the future.

VARIOUS PIA, NIA, SIA, AND OTHER GROUPS (SIGS, NIGS, PIGS,) ALSO EXIST ACROSS MANY WORLDS AND THE UNIVERSE. EVERY COUNTRY, WHETHER IT BE 'CHINA', 'RUSSIA', 'JAPAN', 'USA', 'NORTH KOREA', 'SAUDI ARABIA', 'ENGLAND', 'ITALY', OR 'IRAN', ALL HAVE THEIR OWN 'NATIONAL INTEREST GROUPS', MANY WITH THEIR OWN 'HALLS' AND 'BOATS'.

THINK AGAIN OF THE MOVIE "THE ADJUSTMENT BEAURU". NOW IMAGINE A WORLD FULL OF MANY DIFFERENT "ADJUSTMENT BEAUROUS"; EVERY NATION AND COUNTRY HAS THEIR OWN "ADJUSTMENT BEAUROU" THAT SCOUTS THROUGH TIME, SECURING AND SOMETIMES 'MODIFYING' PLANS TO BETTER SERVE A "NATIONAL AGENDA".

NOW, LETS COMPLICATE THINGS EVEN MORE. MANY ASSORTMENT OF "PRIVATE INTEREST GROUPS" ALSO EXIST IN EVERY COUNTRY, TAKING THE FORM OF VARIOUS 'CORPORATIONS' OR 'PRIVATE ASSOCIATIONS' THAT ALSO HAVE SORT OF "ADJUSTMENT BEAUROU"; A "PRIVATIZED" ADJUSTMENT BEAUROU" THAT SCOUTS THROUGH TIME, SECURING AND SOMETIMES 'MODIFYING' PLANS TO BETTER SERVE A "CORPORATE AGENDA"

A VAST MANY COUNTRIES, NATIONS, PRIVATE COMPANIES, AND PRIVATE ASSOCIATIONS, HAVE THEIR OWN 'LUMINARIES' AND 'MACONS' TO HELP CONSTRUCT REALITY.

In 'Luminary' Cultures, The Process Of "Seeing" Through The Future In A ASTRAL PLANE AND SETTING FORTH A PROJECTED "BLUEPRINT" FOR ALL FUTURE INTERACTIONS AND EVENTS, IS PART OF THE CRAFT.

Once The 'BLUEPRINT' For The FUTURE IS SET, Then The 'masons' Pave Over The ASTRAL Timeline, Thereby MATERIALIZING IT INTO PHYSICAL REALITY.

THEN THE FUTURE IS SET IN STONE.

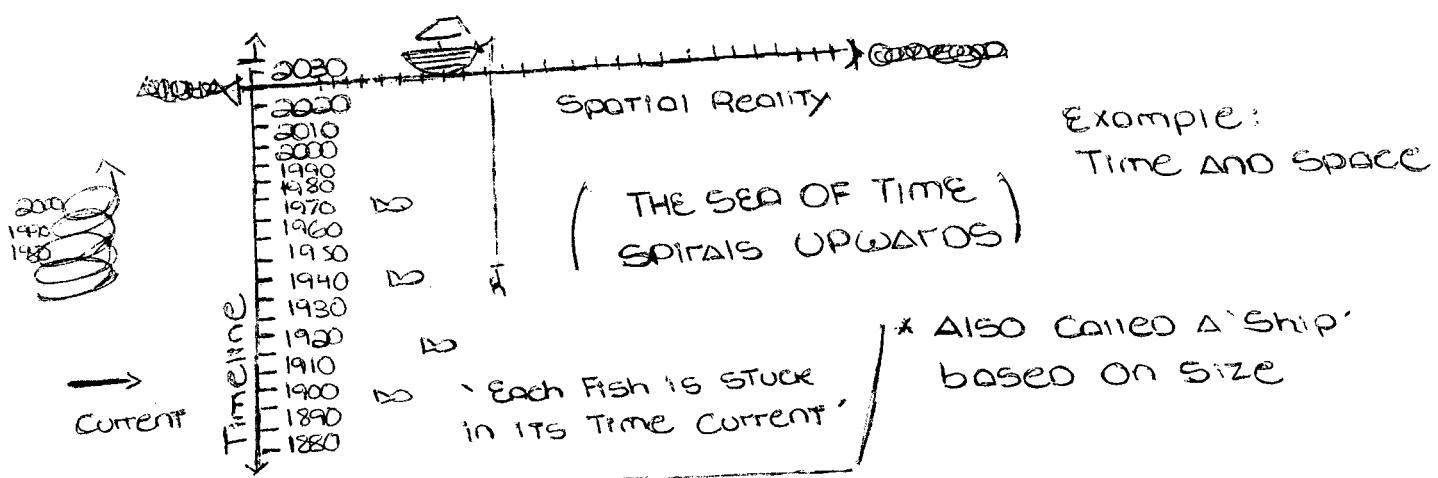
NOTE: WHEN A PERSON IS "SET TO DIE" IN THE ASTRAL PLANE, THEY GET "PAVED OVER" WHEN IT IS MATERIALIZED INTO REALITY.

In The 'BOAT' CULTURES OF SOCIETIES LIKE 'SKULL AND BONES' OR 'RED BEARDS' BOAT / SHIP, WHETHER IT BE 'BLACKBEARD' WHO RUNS THE ATLANTIC OR 'REDBEARD' WHO RUNS THE PACIFIC, THERE IS A SEPERATE JARGON.

CHARTING: IS THE PROCESS OF PROJECTING POSSIBLE REALITIES THROUGH THE ASTRAL PLANE AND THEN SETTING A COURSE, (LOOKING INTO THE SEA OF TIME)

In Traditional 'BOAT' CULTURES, Charting A Course is in Essence "Planning AND Navigating A Course Through Time" This is Important To Understand, because Some NIA, NIG, PIA, PIG, SIA, AND SIGS CONSTRUCT DIFFERENT PRIVATE REALITIES WITH DIVERSE MATERIAL FASHION. One NIG or NIA, might build their BOAT into a Spaceship AND Cross between (THE ORDER OF LIGHT) AND (THE ORDER OF THE SEA).

A BOAT is a Physical AND material CONSTRUCT in which People, Generally 'Immortals', LIVE ON. A Boat Can physically Travel Through 'Time' AND 'Space', Navigating What The Boat Cultures Call, (THE SEA OF TIME)



THE Whole IDEA OF A BOAT IS TO TRAVEL THROUGH THE SEA OF TIME, AND COLLECT FISH, (PEOPLE) WHO GET BOATED AND "HOOKED" ON THE IDEAS, PHILOSOPHY, OR CULTURE OR RELIGION OF A BOAT.

STEERING: FOLLOWING OR PAVING A SET COURSE,
AND ENSURING THE SET COURSE IS SEEN
THROUGH TO THE DESIRED DESTINATION.
(UNTIL ITS SET IN STONE) NAVIGATING
THE REALITY YOU CHARTED, MAKING
SURE THE WINDS DONT BLOW THE
SHIP OFF COURSE. (STEERING IS DONE
IN THE PHYSICAL REALITY)

SAILING: MOST PEOPLE ARE SAILING. THEY
HAVE NO COURSE CHARTED AND
NO DESTINATION. THEY ARE MERELY
DRIFTING IN THE WIND, AND BEING
PUSHED BY WAVES.

FIGHTING: MUCH FIGHTING OCCURS IN THE
ASTRAL TIMELINE, AS PEOPLE PROJECT
FUTURES AGAINST EACH OTHER.
INVISIBILE WARS ARE FOUGHT IN
THE ASTRAL PLANE BETWEEN A MANY
DIVERSE ASSERTMENT OF INTEREST
GROUPS. MOST OF THE TIME THE
PROJECTED FUTURES 'BLUFF AND POSTURE'
BUT SOMETIMES DEADLY RESULTS
ARE SET IN STONE. FIGHTING IN THE
ASTRAL PLANE IS VERY COMMON, BUT
ALSO VERY DANGEROUS, CREATING
'WAVES' AND 'STORMS' IN THE SEA
OF TIME.

When different 'NATIONAL AGENDAS' conflict with each other, there becomes a "STORM" brewing in the sea. Some boats ride into the storm, others ride away from the storm. That course depends whether a boat is built for war.

Private companies and associations fight each other to secure corporate interest, advance national agendas, and to further consolidate the power and wealth that gives life to immortality.

National interest sections also fight amongst each other to secure national objectives, that advance national interest in the plan manifest in time. "Agenda" is a very important concept to understand, because the planning of future time is constructed to accommodate agendas of various groups. (SIG, NIG, PIG) or (SIA, PIA, NIA)

(Important)

- * Piracy and war are a serious problem, people fighting over 'boats', 'hells' and who has a right to own what water, and who controls the light, in the coordination of time and future.

LOCKS AND SEALS

GATES AND DOORS LEADING TO VARIOUS PLACESCAPE, REALMS, AND REALITIES, ARE GENERALLY LOCKED AND SEALED OFF FROM THE GENERAL PUBLIC. WHETHER THE ENTRY IS A DOOR, PORTAL, WORMHOLE, GATE, STARGATE, OR OTHER, THE ACCESS OF ENTRY IS GENERALLY SEALED AND LOCKED OFF. ONLY THOSE WITH SPECIAL PERMISSION CAN USUALLY GAIN ACCESS OF ENTRY.

- * SEAL: IF A DOOR OR GATE IS SEALED, THEN YOU GENERALLY WON'T BE ABLE TO SEE IT. ONLY SPECIALLY PERMITTED PEOPLE WILL BE ABLE TO SEE AND ACCESS THE DOORS AND GATES.
- * ACCESSABILITY: TO GAIN ACCESS TO A REALM, PLACESCAPE, OR REALITY, ONE MUST "FOLLOW" ANOTHER PERSON WHO HAS EYES AND KEYS TO A DOOR, AND ~~IS~~ SEEK INVITATION.
- * EYES: (SEE SECTION ON 'DIVINE LANGUAGE') IF SOMEONE HAS SPIRITUAL EYES CONNECTED TO A DIVINE 'COLLECTIVE REALITY' OR REALM, THAT PERSON WILL BE ABLE TO SEE DOORS AND GATES, BELONGING TO THAT COLLECTIVE REALM AND REALITY. (EYES ARE KNOWLEDGE, AWARENESS, VISUAL, SPIRITUAL, AND PHYSICAL ACCESS. EYES LEAD TO VISUAL, SPIRITUAL, AND PHYSICAL ACCESS TO A REALM.)

- * Knocking: Once A Person Has Eyes (Knowledge, Awareness, Physical And Spiritual Affirmation Of A Reality) They Can Knock On A Door To Seek Entry. With Permission, They Can Gain Entry.
- * Breaking A Seal / Breaking Entry / Forcing Entry:
 - A Person Can Break A Seal And Break Entry By Finding And Taking Captive A Person Who Who Has EYES And KEYS To A Particular Realm And Collective Reality And Forcing Them To Reveal A Hidden Gate Or Door To You And Forcing Them To Open The Door To You.
 - By "Connecting Yourself" To That Person, You Can Enter Their Realm And 'Collective Reality', Thereby Gaining Access To Their Private World.
- * In A Wartime Scenario, 'Forcing Entry' And 'Breaking Seals' Is Crucial To Overcoming And Conquering Enemy Boats, Ships, Halls And Other 'Reality Constructs'. This Is Important To Expanding Domain. For Example, Hypothetically Let's Say 'LA CASA NOSTRA' Went To War With 'The Skull And Bones'. In Order To "Take Territory" Or 'Domain' The Mafia Would Have To "Capture" A Skull And Bones Member Of High Rank, And 'Force' Them To Reveal And Open Their Doors And Gates.

The Composition OF LIFE (4 Components)

IF There is A Single MOST IMPORTANT Concept That One must NEVER forget, IT IS THAT THE COMPOSITION OF LIFE HAS 4 Components. The CASUALTY OF ANY ONE OF THESE Components, RESULTS IN DEATH. ALL 4 Components must EXIST TOGETHER, INTACT, OR A PERSON WILL DIE.

1.1 The Body : The human body must EXIST in A FUNCTIONAL STATE, WITH AND ACCORDING TO THE FREE WILL OF THE USER. ALL SENSE MUST be INTACT AND THE NERVOUS SYSTEM AND MOTOR SYSTEM MUST be ACTIVE.

2.1 The Spirit : The Spirit is The (Conscious energy) OF A Person. DO NOT CONFUSE WITH SOUL. * "A SPIRIT MUST NEVER SEPERATE FROM THE SOUL IN WHICH IT IS ATTACHED. SEPARATION OF THE SPIRIT FROM THE SOUL WILL RESULT IN DEATH. THE SPIRIT MUST ALWAYS INHABIT A BODY, BUT WHEN IT TRANSFERS IT MUST TAKE THE SOUL WITH IT.

3.1 The Soul : The Entire Personality OF A person, consisting OF All memories AND memory NETWORKS. The Conscious AND Subconscious INTERPRETATION OF reality AS well AS CHARACTER PATHOLOGICAL MAKE UP, ALL COME TOGETHER TO FORM A PERSONS SOUL. (A PERSONS SOUL MUST ALWAYS be ATTACHED TO THEIR SPIRIT 'CONSCIOUS ENERGY' AND THE TWO 'SPIRIT AND SOUL' MUST NEVER SEPERATE.) AKA (mind)

* A 'Soul Recorder' (AS IVE COME TO CALL IT) OR 'MEMORY RECORD' CAN BE 'SAVED' TO THE ASTRAL PLANE, AS WELL AS OTHER PLANES, THAT CONSISTENTLY KEEP A UPDATED RECORD OF A PERSONS 'MEMORY NETWORKS' AND PERSONALITY COMPOSITION. "SO YOU NEVER LOSE YOUR SOUL OR WHO YOU ARE." (A SOUL IS MORE THAN JUST YOUR MEMORY NETWORKS BUT ALSO A PERSONS FEELINGS TOWARDS THOSE MEMORIES AND THOSE FEELINGS WILL EFFECT A PERSONS INTERPRETATION OF REALITY. THUS THE SOUL IS A PERSONALITY COMPOSITION, AND THE SOUL DETERMINES A PERSONS "COMPATABILITY" TO VARIOUS DIMENSIONS OF COLOR REALITY.

NOTE: THE SOUL MUST ALWAYS BE FREE FROM ADVERSE MANIPULATION

4.1 Social Life: A Persons Commune With Collective Realities Of Other People, AND Universal Access To The Great many masses Of People in The Universe, Are Their Social Life. Any AND All People must Focus Their 'Objective Reality' Towards Expanding AND Increasing Their Social, Life.

Social Life is Largely Determined by, but NOT Always Contingent Upon, The Following Factors in which EFFECT A Persons Social Existence; 'Sex Appeal', 'Honor', 'Dignity OF STATION', 'Reputation', 'Fortune', AND 'Favor'. For most People Their Social Life maybe Solely determined by The 'Favor' or 'DisFavor' OF The Persons (Steersman, Seersman, AND Pavers) who CONSTRUCT Their Reality AND GUIDE Their PATHWAYS Through Life.

* TRANSFER: The Transfer OF The 'Spirit AND Soul' TO AND From one body TO ANOTHER must be Carefully CONDUCTED by Qualified AND Trained Specialist. The Spirit AND Soul MUST Never Separate AND The Soul (memory, Personality AND Pathology) must Fully AND Completely DOWNLOAD INTO The new body. Transfer can be CONDUCTED ANYTIME.

THE REALITY OF DEATH - SLAYING AND REAPING

The first realization one must come to wonder, upon Enlightenment, is with all this Order and mechanism to sustain life, why is death still a reality? It is because of two reasons, the first reason is 'the finity of resources', and the second reason is 'Human nature'. All death is of human will and is totally preventable. Almost all death is of human creation. The powers above, human like us, can see when we will die, and many times kill us.

- * SCARCITY / THE FINITY OF RESOURCES: There are simply too many people and not enough resources to sustain life. Eternal and immortal life requires a consumption of material resources that are finite. Spiritual and divine material constructs are needed for the sustainability of continued life. This is why, one reason why, death is a reality. Those who can see and steer through a timeline will witness millions or more die. Whether it be apathy or sadism, they choose not to help them. People are adversely predestined to die, and left to their demise. This neglect is deliberate, so that "Resources" can be consolidated by the few who have achieved immortality. (Psalms 82, Genesis 3:22, John 10:34)

- * Slaying AND Reaping : Both Divine AND NATURAL HUMAN behavior calls FOR Slaying AND Reaping. To Slay IS TO INFIL DEATH AND KILL Someone, AND To Reap IS TO TAKE THEIR PROPERTY AND DOMINION FOR THEMSELVES.

(The Darwinian Perspective / Social Darwinism)
- * Human NATURE : By NATURE, ALMOST ALL HUMANS, AND PRETTY MUCH ALL CREATURES, HAVE NATURAL ELEMENTS OF VICE AND sadISM. IT SOUNDS TOUGH, BUT ITS A CRUEL WORLD. THE SAVAGE NATURE OF HUMAN biology IS DESIGNED TO PROMOTE 'REPRODUCTION' AND 'SURVIVAL'. WITH FINITE AND SCARCE RESOURCES, WE ARE COMPELLED BY NATURE TO ELIMINATE ALL RIVAL COMPETITION. MEANING EXCESS POPULATION OF PEOPLE, MAKES THE CONCESSION OF AVAILABLE RESOURCES A THREAT TO SURVIVAL. THUS, THE SLAYING OF ONES SOCIAL COMPETITION IS ENTIRELY A NORMAL REALITY. 'SOCIAL DARWINISM' BEST DEFINES THE NATURAL BIOLOGICAL INTERACTION BETWEEN HUMAN BEINGS, THE BIOLOGICAL PURSUIT OF NATURAL HUMAN DOMINANCE, THE INDULGENCE OF CARNAL PLEASURE, AND THE ESTABLISHMENT AND EXPANSION OF PERSONAL OR COLLECTIVE DOMINION,
- * CONSOLIDATION OF POWER : RESOURCES ARE POWER AND THE GOOS (PSALMS 82 / JOHN 10:34 / GENESIS 3:22), WHOME ARE HUMAN LIKE US, DO NOT WANT US REACHING OUT AND ATTAINING IMMORTAL LIFE AND THEREBY BECOMING THEIR RIVALS.

* Consolidation of Resources :

'Gods' in The Typical PolyTheist Sense, Are NOT much different Than US, Are human in Image AND Form (Genesis 1: 26 AND 27) AND Have SIMILAR desires AND vices. (Genesis 1: 26 AND 27)

PolyTheism IS RESPECTED AS biblical AND Fully ACKNOWLEDGED by ALMOST Every known religion. (Genesis 1: 26 (Our Image... LET US...) | Psalms 82) (Psalms 82, RESPECTS AND ELABORATES Yoweh AS Having A "Divine Peerage" AS THE HEAD OF A GREEK ASSEMBLY.) (John 10: 34 , goes further To indicate That Those Chosen AND Selected by GOD, ARE made INTO GODS) (Genesis 6: 2-6) ALSO ESTABLISHES THAT The GODS ARE no different Than man, WITH THE SAME PERVERSIONS, SEXUAL DESIRES, AND VICES, (See Genesis 6: 2-6) Thus If men AND GODS Share A SIMILAR NATURE, Then The Same 'SOCIAL DARWINIST' LOGIC APPLIES TO DIVINE Providence.

NOTE: (John 10: 34) Those who REJECT man / HUMANITIES 'DIVINE NATURE' AND GODLINESS, AND SUCH ATTAINMENT, WOULD THEREBY REJECT THE WORDS OF CHRIST.

ALSO NOTE: I AM NOT PROMOTING 'CHRISTIANITY' BUT POINTING TO "ANCIENT WISDOM" AS A SOURCE OF ENLIGHTENED PERSPECTIVE. PLEASE DO NOT SUBJECT THIS TO RELIGIOUS BIAS.

I DRAW FROM MANY DIVERSE RELIGIONS FOR TRUTH, OF WHICH ALL RELIGION HAS SOME OF.

(Genesis 3 : 22) "LET man NOT REACH OUT his hand AND EAT OF THE TREE OF LIFE, AND EAT AND LIVE FOREVER..." ... "man has now become like one of us..." The word 'us' implies a plurality, indicating 'Polytheism'. Amongst this, I call such 'castes of gods' to be a "divine peerage." (Genesis 3 : 22)

Human 'mortality' has 'nothing' to do with a Apple, but 'everything' to do with rivalry, of the gods not wanting to share their dominion with Yaweh's creation caste.

Those with power, immortality, and life, want to 'keep secure for themselves' the resources and technologies that sustain immortality. For mortal men to achieve godhood is a "threat" to the existing caste of gods.

Thus the gods have created 'religion' to ensnare mankind into 'ascetic' systems of moral contention that are entirely fascist and totally self defeating. 'eternal life' thus depends upon a impossible moral and ascetic behavioral achievement, that at most makes us slaves of gods.

The slaying and reaping of humankind, and the institution of death, are a result of the divine powers seeking full consolidation of resources, and the 'natural sadism' and even 'divine savagery', that oppresses humanity to perdition. (Psalms 82)

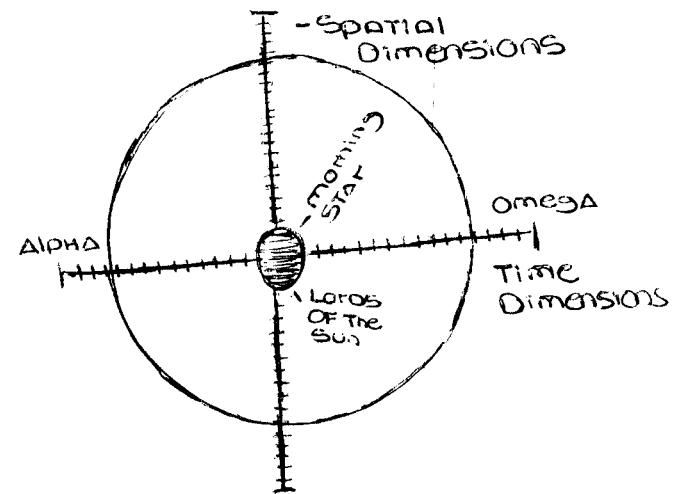
Chronology - Chronospheres (Colossians 2:8-9) Biblica

Every 'ORDER' HAS A Chronosphere (most well developed) Orders, which 'focuses' Time AND Space Around A SUPREME SPIRITUAL 'ELEMENT' (Colossians 2:8-9 Biblica) However, we must REMEMBER that THESE TOO, ARE VERY SOPHISTICATED AND ELABORATE "ARTIFICIAL CONSTRUCTS"

(THE ORDER OF LIGHT)

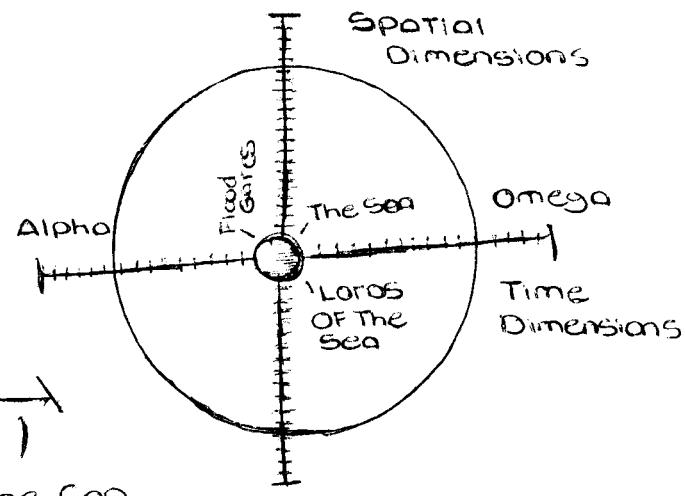
In The Order Of LIGHT, The GOD Element is LIGHT in which The Deities Of The SUN Inhabit, Which Illuminates Time.

Like a Ball of Yarn, The wheel Of TIME AND SPACE ROTATE, Spinning The Threads Of TIME INTO A HISTORICAL TIMESCAPE CONSTRUCT.



(THE ORDER OF THE SEA)

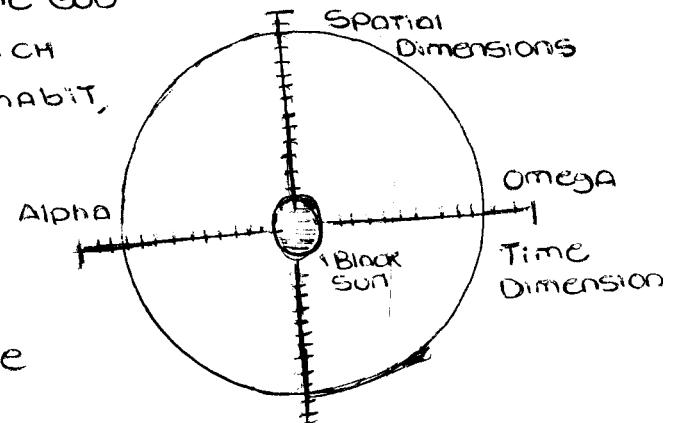
In The Order Of The SEA, THE GOD Element is WATER, in which The Deities Of The WATER Inhabit, Which Engulfs Time. Like a Ball Of Yarn, The wheels Of TIME AND SPACE SPIN The Threads Of HISTORY INTO A 'TIMESCAPE' CONSTRUCT.

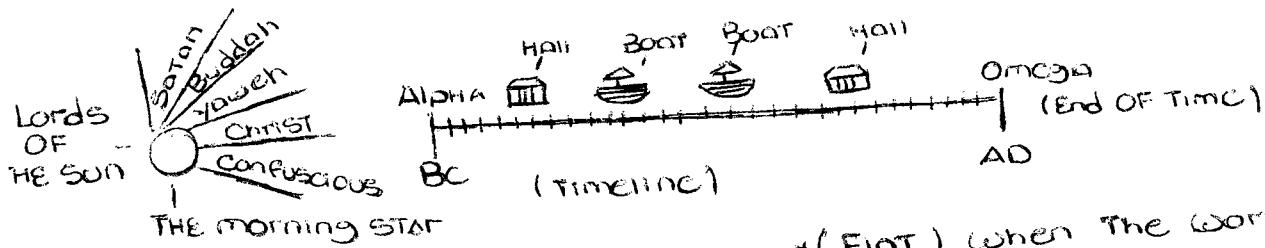


(THE ORDER OF THE BLACK SUN)

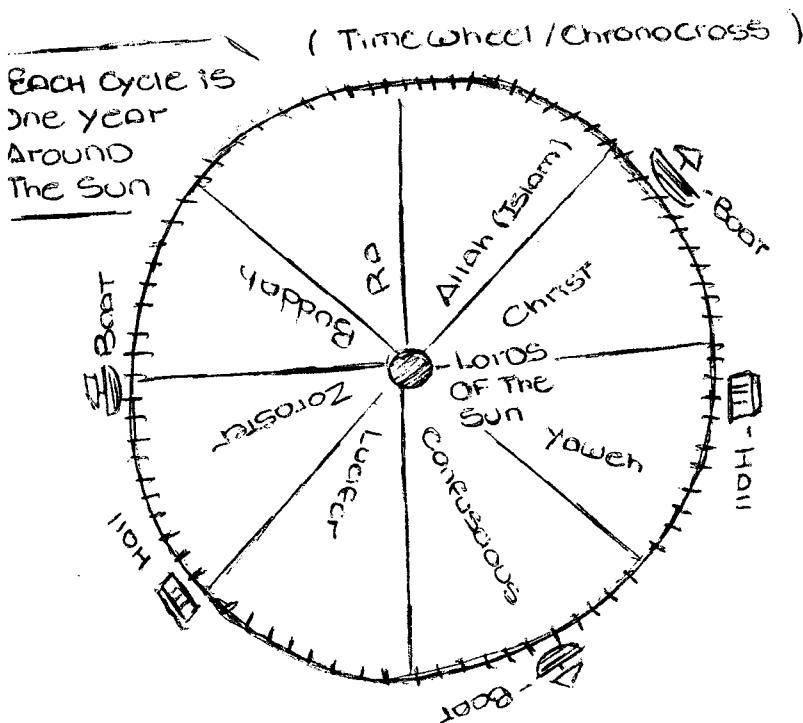
In The Order Of The BLACK SUN, THE GOD Element is 'DARK MATTER', in WHICH The deities Of The BLACK SUN Inhabit, Which Enshrouds Time.

Like a Ball of Yarn, The wheel OF TIME AND SPACE, Spin The Threads Of TIME INTO A HISTORICAL CONSTRUCT OF A HISTORICAL TIMESCAPE



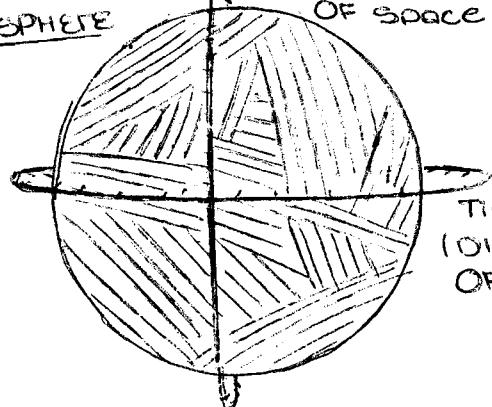


Those who are Lords
OF the Sun call themselves
'THE morning STAR' AND PROJECT
A spiritual color in the spectrum
OF sunlight.



Time, Past, Present, and Future,
All Exist in Physical and material
Form. Different Orders Construct
Time with different material. (Dark matter, water, light, air)

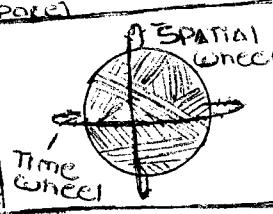
DIAGRAM 2 CHRONOSPHERE



* As the wheel of time and wheel of space turn, the threads of time and space intertwine. In a Chronosphere time becomes a material construct, in which we can travel through. Think of a 'Ball of yarn' as the material construct of time and space. (TIME IS A MATERIAL CONSTRUCT)

Chronosphere: A Chronosphere is a planescape and timescape construct, best compared to a ball of yarn, spun together by 2 wheels, the wheel of time and ^(spare) the spatial wheel.

Both the wheel of time and wheel of space, spin the threads of time into construct



THE DIVINE LANGUAGE Symbolic Universal Representations

(STAR COLORS)

WHITE STAR : A SPIRITUAL COLLECTIVE ADHERING TO THE MORAL SYSTEMS CONVENTIONAL TO THE WORLD (THIS SOLAR SYSTEM) (GOOD) - (MORAL PURITY)

RED STAR : A SPIRITUAL COLLECTIVE THAT CONTRASTS THE MORAL SYSTEM OF A WORLD. (EVIL) - (MORAL CONTRAST)

YELLOW STAR : A SPIRITUAL COLLECTIVE THAT HAS A "DUALISTIC" MORAL SYSTEM OF BOTH (GOOD) AND (EVIL) A WHITE RAY OF LIGHT (GOOD) AND RED RAY (EVIL) - (MORAL CONFLICT)

BLACK STAR : A SPIRITUAL COLLECTIVE ABSENT ANY MORAL SYSTEM (MORAL NIHILIST)

(SKY'S COLOR)

(DAY)

BLUE SKY : SYMBOLIC OF THE BLANKET RULE THAT THE MORNING STAR (GODS OF THE DAY) HAS OVER THE WORLD. DURING THE DAY, THE 'LORDS OF THE SUN' COVER THE SKY, SHROUDING THE SKY IN BLUE. THE MORNING STAR IS HOME TO THE GODS OF THE DAY, AND ALL THEIR REALMS AND ABODES.

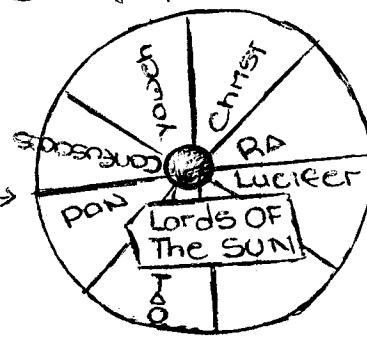
(NIGHT)

BLACK SKY: The stars are gods of the night and foreign to our solar system, and they exist on a black sky. The black sky at night represents the absence of any visible spiritual systems, (moral nihilism) and the void of spiritual light (good) or (evil). At night, when the morning star passes, and the world turns its face away from the gods of the day (rotation), then the gods of the night assert dominion. (foreign gods to our solar system)

THE MORNING STAR: The morning star is the sun of our solar system, and home to the "gods of the day." The 'Lords of the Sun' identify as the morning star and spiritually embody the sun of our solar system. Both Christ and Lucifer identified as the morning star, because both are 'Lords of Sun'. There are many 'Lords of the Sun'; hundreds of deities who identify and reside in the star of the morning, each part of the spiritual collective of our sun. (Psalms 82, and John 10:34)

Each deity identifies
as a Lord of the sun,

Each Lord casts their
own ray of light



STARS : The STARS THAT CAN BE SEEN ACROSS SPACE, ARE ALSO SUNS (SPIRITUAL COLLECTIVES) WITH THEIR OWN SOLAR SYSTEMS. EACH SOLAR SYSTEM HAS THEIR OWN SPIRITUAL COLLECTION OF DEITIES. LIKE OUR SUN HAS LORDS, EACH STAR HAS THEIR OWN 'LORDS' AND GODS THAT GOVERN THEIR SYSTEM.

(THE LESSER LIGHT TO RULE THE NIGHT) PSALMS 82,
GENESIS 1: 14-19, JOHN 10: 34

NOTE: ALTHOUGH SCRIPTURE IS QUOTED, THIS THEOSOPHY DOES NOT SOLELY ENDORSE A CHRISTIAN IDEOLOGY, BUT IS PURELY UNIVERSAL, MIXING RELIGION WITH THE UNIVERSAL CRAFT IS NOT ALWAYS WISE.

THE SKY : THE SKY REPRESENTS THE POWERS ABOVE.

Depending on 'DAY' or 'NIGHT', different GODS RULE THE SKY. NATIVE AMERICANS WORSHIPPED 'FATHER SKY' AND HELD MANY REALMS OF GODS TO BE IN THE SKY. THE NATIVE HOPKI BELIEVED IN THE BLUE STAR IN THE NIGHT SKY, WAS THE ABODE OF THEIR GOD AND REalm OF THEIR ANCESTORS. IN ANCIENT CHINA, THE SKY WAS THE ABODE OF MANY GOD Emperors, WHO GOVERNED THE EARTH FROM ABOVE. THE JUDEO CHRISTIANS BELIEVED THEIR GOD YAHWEH RESIDED IN THE SKY. THE GREATER LIGHT TO RULE THE DAY, (GENESIS 1: 14-19) THE MANY LORDS OF THE SUN, RULE THE DAY, CASTING A 'BLUE SKY' UPON THE WORLD.

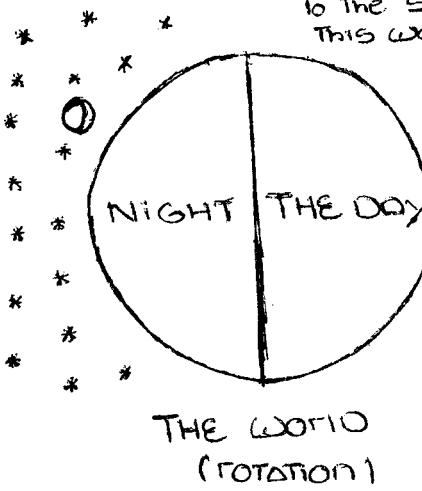
* NOTE: THE TERM, 'PLACING SOMETHING IN THE SKY' SIGNIFIES SETTING THAT THING UP FOR CONSTRUCTION IN HEAVEN

REACHING UP YOUR HAND, IS TO GRASP, TAKE POSSESSION OF HEAVEN

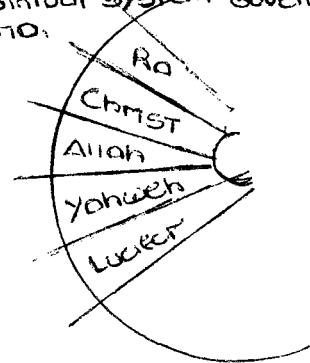
SHAKING A FIST AT THE SKY IS TO MAKE WAR ON HEAVEN

AT NIGHT, THE BLUE SKY Fades AND THE 'LORDS OF THE ~~GOES~~^{NIGHT}' COME OUT. (GOES Foreign To The Spiritual System Governing This World.)

Those "TRAPPED" IN THE SPIRITUAL SYSTEMS OF THE DAY, ARE SUBJECT TO THE RULE OF THE "BLUE SKY." UNDER THE "BLUE SKY" THE 'GODS OF THE DAY' WHO RULE THIS WORLD HOLD DOMINION. THOSE KEPT UNDER THE SHADOWS OF THE BLUE SKY ARE DECEIVED BY A "BLUE VIEL OF DECEPTION" @ PROMOTING IGNORANCE OF A UNIVERSAL REALITY.



NOTE: The Judeo Christian Devil IS A LORD OF THE MORNING STAR AND IS NOT OF NIGHT, SINCE HE BELONGS TO THE SPIRITUAL SYSTEM GOVERNING THIS WORLD.



THE SUN
LORDS OF
THE SUN
AND THE
MORNING STAR

* FIRST LIGHT: ALTHOUGH MANY GODS AND DEITIES ARE 'LORDS OF THE SUN'; WE SEEK TO KNOW WHO WAS THE FIRST LIGHT

THOSE TRAPPED UNDER THE BLUE SKY ARE KEPT IN IGNORANCE OF THE STARS (FOREIGN GODS) THAT EXIST BEYOND THE "BLUE SKY." THE BLUE SKY IS THE SHADOW OF THE GODS OF THE DAY, THEIR SPIRITUAL COLLECTIVE CASTING A BLUE SHADOW ACROSS OUR WORLD. EVEN THE DEVIL, (LUCIFER) IS A LORD OF THE MORNING STAR, SINCE HE BELONGS TO THE SPIRITUAL "SYSTEM" (THE SPIRITUAL SYSTEM THAT GOVERNS THIS WORLD)

(Heavens Above)

THE HEAVENS: Supernatural spiritual and material constructs, and 'Collective Realities' that exist above and beyond the world. (Artificial constructs)

THE WORLD: Natural and material reality that ~~reflects~~ ~~composition of earth~~ reflects the physical composition of Earth. Many times the world too, is divided into various dimensions of collective reality that in some way assimilates to Earth and its limitations. (The world is also an "artificial construct" but it's designed to reflect a natural reality, but it's not a natural construct.) A world can be divided into realms too.

THE HELL / HEAVENS Below: Supernatural spiritual and material constructs, and 'Collective Realities', that exist below and beyond the world. (Artificial constructs)

Universe: (Uni-verse) One Verse - The Universe is a composition of material expression of physical reality. Many (words) or material expressions of physical reality come together to form and construct 'One Verse' or Universe. "The Universe in its ~~deific~~ deific form is a manifestation of material expressions constructing a Supreme Reality."

The WORD: A single material expression of physical reality. The creation of a word is and begins with an expression and then is constructed into a material form. 1.1 word begins with the expression of reality in the astral plane, (luminaries projecting a reality) 2.1 the word then ~~is~~ is materialized into physical form through construction (masons) the word also symbolizes the first creation of reality. (Genesis 1:1-15) (John 1:1-15)

Verse: A physical construction of various material realities that come together to give meaning to a passage.

Passage: The end of a universe. The passing of a verse, giving greater meaning to its context. (end of a universe)

(John 1: 1-6)

CONSTRUCTION OF UNIVERSAL REALITIES

A word begins with a expression, bringing a reality to light, projected in the astral plane. This sets a blueprint for the future. Then the word is constructed into a material and physical reality. Applied to the craft of a holy see, the construct of supreme reality is the expression of words

Eyes: In The divine Language, how many Eyes A Person Has, determines How many "REALITIES" They Can See. (or worlds A Person CAN SEE.) *(Spiritual Eyes)

Symbolism

- * A 'Centaur' can only See One Reality because it HAS one Eye. So IT CAN ONLY SEE ONE WORLD THROUGH "Conscious Spiritual Focus." (Spiritual Eyes)
- * A 'Ordinary' Person HAS Only Two Eyes, so They can Only See Two Realities, This WORLD AND One Hidden WORLD, usually A Heaven or Hell, Through CONSCIOUS FOCUS. (Spiritual Eyes)
- * A Spider Can See 4 To 8 Realities Depending On how many EYES it HAS. Through "Conscious Spiritual Focus" A Spider can See 4 To 8 worlds. (Spiritual Eyes)

(See; Revelations 4: 6-9)

many divine beasts Depicted in The Bible, have A "Thousand Eyes" running Across Their body. This means in The divine Language, That Such A BEAST CAN SEE AND become CONSCIOUS OF A THOUSAND WORLDS AND THEIR REALITIES. (Imagine being ABLE TO FOCUS your CONSCIOUS AND Then VISUALLY SEE 1000 WORLDS.)

Keys: Just because we can see a world or reality doesn't mean we can enter it. Many people can "cast a eye" upon someone or something, or "cast their eye upon another world." However, without keys the doors and gates to these worlds remain closed, to them.

Knocking: If a person 'knocks' on the door to another world, that door maybe opened, by permission of those who inhabit that world. There are many ways of knocking, calling upon a world. Some stand at its gates, others knock on a door. If permission is obtained a person may gain entry.

Breaking A Seal: (LUKE 11: 20,21)

Breaking Through: Rarely does any break through, a gate or door without permission, or a key. However, biblical scripture indicates that to do so, one must 'Bind the strongman' (REVELATION 20: 2-3) (LUKE 11:20,21) The bible indicates binding the strongman to enter and command their house. In context, if we can find, bind, and torture, someone who has keys to the gates or a door, we can use their eyes and keys to enter. (spiritual connection)

Hands : What we hold in our hands we possess and control. We hold our possessions in our hands. (See Revelations 1:16-17) "Christ possessed 7 churches in his right hand." Hands are also what we use to take possession and control of something. Taking control of nations, kingdoms, and people with our hands.

Feet : Where we plant our feet, determines where we stand. Where our feet are positioned determines what we stand on. For example, "THE HEAVEN AND EARTH ASSOCIATION" keep one foot on Earth and one foot in Heaven. The Triads of China, keep one foot grounded in the vices of this world, and another in the sky in their heavenly abode. In the Bible, Babylon is depicted as a harlot who plants her feet on the moon and puts her head in the sun. Where a person plants their feet determines where they stand.

Blood : A persons spiritual essence is symbolized by their blood. Everything from their identity to their appearance is in a persons blood. This includes the spiritual substance and image of a person.

7 is the number of Universalism meaning 7 signifies All Universal Churches

Urines: What A Person Urinates Is The Substances That Persons Body Rejects. (Ideas, beliefs, People, Social realities.)

Food : Hard Substances The body Consumes INTO ITS System (material System) material reality

Drinks SOFT Substances The body Consumes INTO ITS System (spiritual System)

Spit: What A Person Secretes Through Their Mouth, Helps Them break Down food (material reality) Through Their 'Perceptions' OF reality AND OTHER PEOPLE. A PERSONS SPIT (perceptions) break down material reality

(Alchemy / Basic)

- * Drinking Something brings it into your spiritual system of reality
- * Eating Something brings it into your material system of reality.
- * Bathing in Something Puts The MATTER On you. IT WILL ALSO 'Bring' THAT TYPE OF matter To your reality.

Example: Bathing in children's blood casts their appearance 'onto you', so you look young.

Drinking the blood of Christ brings his spirit into your spiritual system.

Eating the body of Christ brings his (material system) into your material system.

* This can also apply to any person's blood and body. (Consumption thereof)

When a substance is put on someone they wear that substance on them.

Example:

To spit on someone is to cast your perceptions on them, so they begin to appear the way you perceive them.

To urinate on someone is to cast on them the things that your spiritual system rejects, so that those things are brought to them.

The Divine Language Encompasses Many Aspects And Traditional Uses Of Witchcraft And Traditional Alchemy. Paying Attention To The Use Of Divine Language Terms Is Key To Communicating With Some Supernatural Reality Constructs That Adhere To Traditional Linguistics.

The Divine Language Is ~~Indeed~~ Universal And Can Be Found In Almost Every Known Religion Across The World. Even Some National Mystical Societies And National Flags, Contain Reference To The Divine Language.

Sword: A sword brings Death And Destruction. Biblically, A sword came out of Christ's mouth, (Revelation 19: 15-16) meaning The Word Of Christ brings Death And Destruction. (Think Of The Movie "Pagemaster.") Many alternate 'sword' from 'mouth' realities can be formed, For Example in WITCHCRAFT, Witches Will Read 'EROTIC FAIRY TALES' Against Their Enemies. A sword can also be held in ones hand, which is the "SIGN OF THE CONQUEROR," who uses his hands to inflict and control the power.

The Illuminati Association;

* Note: There are hundreds of Luminary Groups, and Illuminati are just one group.

A mystical group that proposes collective realities, through private and commercial enterprise, as well as state. As a spiritual society, the Illuminati promote 'collective' corporate realities, by placing people and companies in the spotlight.

The Illuminati are liberal social units that provide a mixed doctrine of 'Animism' and Asian Chinese Oriented Theosophy. The Illuminati provide a Theosophy centered around light, and respect the illumination of all elements of life.

The Illuminati respect 'Yin and Yang' Theosophy, acknowledging both necessity of good and evil. They respect duality as a social reality, and have a bright sun as their emblem.

Each person represents their own light, and each person ~~is~~ a star. Comes together with others to form stars.

To Exist in Spirit, A Person must first Learn To (Talk) (Walk) (See) And (Listen) in Their mind, To Then Train Their Spirit.

(A MOUTH TO SPEAK)

(Talk) A Person Talks by Creating A Loud And Strong inner voice And Expanding That Voice in Their mind. The voice is Then used To Communicate Through Telepathy. (Mental Voice) This Trains Their Spirit To Speak.

(Listen) (Ears To Hear)

Quite The mind Until There is Complete Silence. A Person will Then begin To hear Other Peoples Thoughts When They Reach Out With Their mind.

(See) (Eyes To See)

Focus your mental Imagery, WITHOUT Trying To Think Of Anything, And you'll receive 'vision'. Then you'll See The Hidden Astral Reality Around you.

(Walk) Forming A Spiritual body, And Learning To EXIT The Physical body, And Walk And Move In The Spirit.

Then you will See Spiritual Realities All Around you.

NOTE: There are hundreds of different
Luminary associations

LIGHT: Light gives life to reality. All life
needs light to grow. Without light, life
cannot exist. Plants, trees, and people
need light to survive. Light is ethereal
elements and vital to both physical
and spiritual survival.

Coloration: All light is not the same color.
Some are red, yellow, and blue lights.
Each color represents a distinct
social and philosophical reality. Some
realities are good, some are evil, and
some are neither. These are demonstrated
by a manifest color.

SPRITS: Each person has a spirit. Their light
is shown luminescently. Some people
are 'white ethereal' which is saintly
holy light, some are 'yellow' which
is 'good' light, some are 'blue' light,
but most become 'red' or evil lights,

A persons character determines the
color of their spiritual light.

Lifelight : NOT ALL LIFE CAN EXIST IN THE SAME LIGHT. SOME PLANTS, ANIMALS, AND PEOPLE CAN ONLY EXIST IN SPECIFIC COLOR REALITIES, SUCH AS 'RED' LIGHT (EVIL REALITIES) OR IN ALTERNATIVE 'WHITE' LIGHT, (SAINTLY GOOD REALITIES.) THE REALITY IN WHICH A PERSON IS MOST COMPATABLE IS THEIR LIFELIGHT.

ALTHOUGH A PERSON, PLANT, OR ANIMAL CAN TEMPORARILY SURVIVE OUTSIDE OF THEIR 'LIFELIGHT'; THEY WILL EVENTUALLY GO INSANE. THE WRONG LIFELIGHT WILL FRUSTRATE THEIR SPIRIT AND CAUSE THEM TO LOSE GRACE.

STARS : SPIRITUAL ENERGY COMBINES TO FORM STARS. EACH STAR REPRESENTS A DIFFERENT CONSCIOUS AND COLLECTIVE REALITY. THESE REALITIES ARE MANIFEST IN THE UNIVERSE AS SPIRITUALLY AND CULTURALLY SIGNIFICANT.

STARS ARE A COMBINATION OF SIMILARLY ORIENTED SPIRITS THAT ARE "ANCHORED" TO A PARTICULAR "SOLAR SYSTEM." THEY SHARE IN A COLLECTIVE CONSCIOUS REALITY.

Each STAR has ITS OWN SPIRITUAL CULTURE,
Each STAR 'ILLUMINATES' A SOLAR SYSTEM,
Providing 'SPIRITUAL REALITIES'. Depending On
The CULTURE Of These SPIRITUAL REALITIES, There
Can be An INTENSITY Of 'GOOD' OR EXTREME
EVIL IN A UNIVERSE.

SPIRITUAL COLLECTIVES: A merging Of SEVERAL SPIRITS
INTO A SINGLE BODY. The SPIRITS Share
A SIMILAR CULTURE AND REALITY, CONSISTING
OF MULTIPLE CONSCIOUSNESS. (OTHERWISE CALLED
A SPIRITUAL COLLEGE.)

NEBULA: A CLUSTER OF SPIRITUAL COLLECTIVES
SEEKING TO MERGE AND FORM A STAR.

ANCHOR: A PERSON'S SPIRIT 'ANCHORS' IN A
PARTICULAR 'SPIRITUAL COLLECTIVE', NEBULA,
OR STAR. THIS 'ANCHOR' SHOULD ALWAYS BE
SET IN A PLACE MOST COMPATABLE TO
THAT PERSON'S LIFELIGHT.

IF THEIR SPIRITS COLORATION IS RED OR 'EVIL',
THEN THEY SHOULD ANCHOR IN RED, AND
IF THEIR SPIRIT IS 'WHITE' THEN THEY
ANCHOR IN GOOD (SPIRITS CAN ALSO ANCHOR
TO SPECIAL PLACES)

Torment: When A Spirit Is Trapped In A Adverse, Hostile, And Or Undesirable Reality That Is Not Compatable With Its 'Lifelight.' For Example If A 'Red' Or Evil Spirit, Is Trapped In A 'White' Spiritual Reality (Sainly Good Culture) Then That Spirit Will Suffer Torment. And Vice Versa.

Resistance: A Spirit Will Reject A Cultural Spiritual Reality That Is Adverse To Its Lifelight. A Person Whose Spirit Rejects Such A Reality, Will Be Marked By Insanity.

Blinking: When 2 or 3 different spiritual Entities Fight Each Other, (Resist Each Other) Their Light Starts Blinking Between The Conflicting Colors. Blinking Stars Or Spirits Indicate Conflicting Forces At War.

* Color Warfare: A Color War Occurs When One Spiritual Color, Seeks To Dominate And Merge Into Itself, Opposing Colors. If A White (Good) Spirit, Tries To Merge A 'Red' Spirit Into It, A Struggle Ensues.

In Cases where A Large Overpowering (white) Spiritual body, overtakes A smaller Spiritual body OF The Opposite Color, (red/evil), A FIGHT WILL OCCUR. Even If The (white) Spiritual body WINS THE WAR, IT WILL CONCEDE PORTIONS OF ITS COLOR PURITY. IF IT KEEPS CONSUMING RED, THEN WHITE WILL EVENTUALLY TURN RED. This Change many TIMES OCCURS SO SLOWLY AND GRADUALLY, ITS NOT NOTICABLE.

Bodies: There Are DIFFERENT TYPES OF Physical bodies THAT CAN BE INHABITED. EACH BODY USUALLY BELONGS OR IS MADE IN A 'CULTURAL REALITY';

SOME BODIES ARE 'GROWN', AS SPIRITS INHABIT A BODY AND GROW THEIR BODIES TO A PARTICULAR AGE. THEN THE "GROWTH GENE" IS TURNED OFF.

FOR EXAMPLE A BODIES DNA CAN BE MODIFIED TO STOP GROWING OR AGING AT AGE 13 OR 14.

DNA can be manipulated To "Stop" Aging AND Even "reverse" Aging, in Bodies. A bodies Age can be reversed, forwarded, or halted, by DNA coding.

Beyond ~~new~~ DNA, bodies can have 'nerves' AND A sex Drive. However Some are built without A nervous system. (The cheap bodies dont have nerves)

Not All bodies Are 'Humanoid' Either. Some bodies Are 'Artificially Created' species, such as 'Grey Aliens' or monsters.

Some examples OF bodies Are ,
Candy Wrappers (kids)
Grays (Aliens)
Chips (Adult male AND Female)
Vessels (Adult male AND Female)
Chepoverk (Old male AND Female)

* CUSTOM bodies Can be Grown AND manufactured AS well.

The End result of Illumination is Absolute Immortality. Living thousands of years, swapping bodies, engaging in hedonic vices and pursuing sensual pleasures.

Physical bodies can be bought and possessed for the spirit to live in flesh.

The Partnership :

The Partnership is a group of partnered associations, such as the following, that also practice this immortal craft.

1 * The SKULL AND bones	9.1 HUMANITIES NUMBER
2 * The KLU KLUX KLAN	10.1 CHURCH OF SATAN
3 * The Children OF GOD	11.1 The Red Hare
4 * The Children OF The Devil	12.1 IMMORTALS
5 * The ASATRU Alliance	13.1 SANTERA
6 * The LA COSA NOSTRA	14.1 THELEMA
7 * The Free MASONs	15.1 WICCA
8 * The IMMUN GUN AND MANY MORE...	16.1 CHEPAVERK 17.1 WINDSOR PALACE 18.1 THE COBRAS 19.1 ORDER OF THE BLACK SUN 20.1 HEAVEN AND EARTH ASSOCIATION
* The illuminati 'Enlightened' many OF THESE 'Partners' Giving Them <u>"Spiritual Awakening"</u> AND Teaching Them The IMMORTAL CRAFT.	

Skull And Bones : A Euro American Fraternal Association
Originating In 16TH-17th Century. Their Emblem Is A
bottle Of Rum WITH A SKULL AND CROSSBONES Logo
Signifying 'Poision'. The mystical aspect of this
fraternal society started with their founder
'Captain Blackbeard', who sailed the Pacific
Sacking AND Pirating Rival Ships. In A
EFFORT TO ASSIST THE WAR AGAINST FRANCE AND
SPAIN, THE CROWN OF ENGLAND KNIGHTED CAPTAIN
BLACKBEARD, AND COMMISSIONED HIS CREW TO
SIEZE AND ATTACK RIVAL VESSELS.

AT SEA, THE BLACKBEARD CREW SURVIVED BY
MIXING RUM WITH OCEAN SALT WATER.

BLACKBEARD HAVING A 'REMARKABLE' GUT OR
STOMACH, WOULD DRINK THE WATER FIRST,
DIGESTING THE HAZARDOUS SALT WATER, AND
ACTING AS A HUMAN FILTER.

OCEAN SALT WATER IS POISONOUS TO HUMANS,
(MOST HUMANS), BUT BLACKBEARD WOULD FILTER
THE WATER THROUGH HIS OWN STOMACH, AND
URINATE DRINKABLE WATER TO HIS GENERALS.
Thus, blackbeards crew survived on a
urine based drinking filter system.

The Filter System : Blackbeards crew ESTABLISHED An Orderly Chain Of COMMAND, whereby The men WITH THE 'STRONGEST' STOMACHS WERE APPOINTED HIGHEST RANKS. The Captain WOULD URINATE 'DRINKABLE' WATER TO his Subordinates, AND AFTER DRINKING IT, The Subordinates WOULD URINATE TO THEIR OWN PETTY OFFICERS. Thus 'SALT WATER' MIXED WITH RUM, WOULD PASS THROUGH A 'HUMAN FILTER SYSTEM.'

Blackbeard, DRINKING FIRST, WOULD DIGEST AND THEN URINATE THE WATER TO RANKING MEN, WHO THEN WOULD URINATE IT TO THEIR OFFICERS AND PETTY OFFICERS. Thus A 'TRICKLE DOWN' EFFECT WAS ESTABLISHED,

Stripping : A PRACTICE OF RITUAL WHERE A PERSON'S PERSONAL PROPERTY, EFFECTS, AND EVEN SKIN WAS STRIPPED AWAY, UNTIL THAT PERSON WAS ONLY BARE BONES. THE RAW BONES WOULD THEN BE RETURNED TO THAT PERSON'S FAMILY.

STRIPPING WOULD ALSO APPLY TO REMOVING THE CLOTHING FROM THAT PERSON'S FAMILY, LEAVING THEM NAKED AND DEGRADED.

STRIPPING ORIGINATED IN ENGLAND, WHERE A PERSON WAS "STRIPPED OF THEIR WEALTH, DIGNITY, TITLES, AND ESTEEM." EVENTUALLY THEY WERE ALSO STRIPPED OF THEIR FLESH.

STRIPPING A ENTIRE FAMILY OF THEIR WEALTH, DIGNITY, AND ESTEEM, MOSTLY MEANT STRIPPING THE FLESH FROM MEN, AND SEQUELING THE WOMEN AND CHILDREN INTO DEGRADING SUBSERVIANCE.

THE BOAT : TERM USED TO DESCRIBE THE COLLECTIVE ASSOCIATION OF SKULL AND BONES. SUCH AS "THEIR ON THE BOAT."

VESSEL : A VESSEL IS A PERSON'S 'PHYSICAL BODY. A 'CARNAL VESSEL' IS THE HUMAN BODY COMPARED TO A SHIP. A PERSON'S 'VESSELS' LIKE A SHIP, CAN BE BOUGHT, SOLD, 'CAPTURED', POSSESSED, AND REPOSSESSED. HUMAN BODIES WERE OFTEN SOLD BY SKULL AND BONES MERCHANTS.

Fly: A Persons Spirit is Known as a 'Fly'.
A Fly is a 'conscious spiritual energy'
That Leaves The Persons body AFTER
Death. Once A Vessel is DESTROYED,
The 'Fly', Wanders About Aimlessly
Looking for A new Vessel To Possess.
Spirits Are Called Flies.

Poision: A Persons Preferred TASTE OF vice.
THROUGH The 'Human Filter System' IT IS
believed That 'Substances' (rum) were
'DILUTED' OR 'WATERED DOWN' AS IT PASSED
Down THROUGH People.

The lowest ranking People To be LAST
To DRINK The Urine, GOT The 'LEAST'
Poision. Thus The Alcohol was GREATLY
DILUTED having PASSED THROUGH multiple
bladders That FILTERED The Toxins.

Thus The highest ranking Officers who
DRANK blackbeards Urine, were The
DRUNKEST, AND The Petty Crew members
Who were LAST To DRINK Urine, barely
GOT ANY Alcohol.

By This STANDARD, All HUMAN VICE, including 'money', 'sex', 'food', AND DRINK', ARE FILTERED THROUGH A HANO ME DOWN SYSTEM. AT THE TOP, THE HIGHEST RANKING MEMBERS OF SOCIETY, GET FIRST SERVING OF 'money', 'sex', 'food' AND DRINK.

THE VICES IN WHICH THE HIGHEST RANKING MEMBERS CONSUME, ARE DIGESTED, DILUTED, AND THEN PASSED DOWN. VICE OR POISON IS GRADUALLY 'degraded' AND DILUTED THROUGH THE HUMAN FILTER CHAIN.

THE 'SEX', 'FOOD', AND 'DRINK' THAT PEOPLE GET AT THE BOTTOM OF SOCIETY WILL NOT BE AS GOOD AS WHAT THE PEOPLE AT THE TOP OF SOCIETY ARE GETTING. THAT'S BECAUSE THE SEX, FOOD, AND DRINK ARE DILUTED AS IT IS PASSED DOWN. THUS THE TASTE OF VICE IS DIMINISHED THROUGH THE FILTER. THEREFORE THE PEOPLE AT THE BOTTOM ARE LEFT WANTING.

DROUGHT: In The 'Trickle Down' EFFECT Economy,
A DROUGHT OCCURS When The People AT
The BOTTOM ARE NOT RECEIVING ENOUGH
'LIQUID' (Liquid Capital) From The People
AT The TOP. (Urination)

Different 'CLASSES' or 'TYPES' OF PEOPLE
REQUIRE DIFFERENT LEVELS OF HYDRATION.
Thus, A People 'DEGRADE' When They
DONT GET ENOUGH 'HYDRATION.'

MIXTURE: To Prevent Degradation, The
Appropriate TOXINS MUST be INCLUDED
in The WATER. This MEANS THAT
CERTAIN CLASSES OF PEOPLE ARE ONLY
COMPATABLE WITH SPECIFIC FILTER TYPES.
WATER (LIQUID) RECEIVED BY THE WRONG
FILTER, WILL NOT HYDRATE PEOPLE WHO
REJECT IT. (PICK YOUR POISON)

MUTINY: When PEOPLE AT OR CLOSE TO THE
BOTTOM ARE NOT GETTING ANY OR ENOUGH
LIQUID, (TRICKLE DOWN) OR THE DESIRED MIXTURE,
They MUTINY AND begin TO REvolt.

MUTINY IS MOST COMMON IN THE BOTTOM OR MIDDLE CLASSES. THE TOP CLASS HOLDS A FULL BLADDER, REFUSING TO URINATE ON THE LOWER CLASS OF PEOPLE. SO THEY REVOLT.

SECOND CAUSE OF MUTINY IS THE WRONG FILTER OR MIXTURE BEING USED. NOT EVERYONE CAN DRINK FROM ANYONE. PEOPLE HAVE TO HAVE "COMPATABLE" TASTES, OR DESIRE THE SAME POISON.

UNHAPPY PEOPLE WHO ENDURE DROUGHTS, WILL MUTINY MORE LIKELY.

(* WHEN IT COMES TO PISSING, ALWAYS REMEMBER THE LAW OF 'OPPOSITE ATTRACTION'.)

THE CLOSET : SKELETONS ARE KEPT IN THE CLOSET. THOSE WHO ARE STRIPPED, STRIPPED OF DIGNITY, WEALTH, AND TITLES, AS WELL AS FLESH, ARE PUT IN THE CLOSET. (THIS IS ALSO CALLED PRISON OR A DUNGEON)

Exchanging Vessels: When A Person Is CAPTURED, IMPRISONED, OR UNDER DURESS, OR DIES (VESSEL IS CAPTURED OR DESTROYED) THAT PERSONS 'FLY' OR SPIRIT MUST EXIT THE BODY. THE SPIRIT (FLY) WILL THEN FIND AND ENTER A NEW BODY. (VESSEL)

Purchasing Vessels: New bodies AND OR VESSELS CAN BE PURCHASED ON THE MARKET. THE VESSELS CAN BE STORED AT A PERSONS 'HOUSE' OR 'HALL', AND SWAPPED OUT A LIEURE. WHEN THE 'FLY' SPIRIT ENTERS A VESSEL, IT TAKES POSSESSION OF IT.

Capturing / Possessing Vessels: OTHER PERSONS BODIES OR (VESSELS) CAN BE CAPTURED OR POSSESSED. THE PERSONS (FLY) OR SPIRIT MUST FIRST BE FORCED OUT OF THE BODY (VESSEL). ONCE THAT PERSONS (FLY) IS EVICTED, THEN THEY CAN BE POSSESSED.

HOWEVER, IT IS PREFERABLE TO USE VESSELS THAT HAVE BEEN PURCHASED ON THE MARKET.

Spiders: Spiders Are Kept in The Closet,
In Case A Persons Spirit (FLY) Tries
To Leave AND Escape Their body (Vessel)

When A Person is PUT in A CLOSET,
(Prison, Dungeon, or CAPTURED) They WILL
Usually Commit IMMEDIATE 'SUICIDE' SO
THEIR SPIRIT (FLY) CAN ESCAPE CONFINES.

The Persons (FLY) SPIRIT WILL THEN RETURN
TO ITS ANCHOR, TO POSSESS ANOTHER
(VESSEL) BODY. Then THAT PERSON WILL
RESUME THEIR AFFAIRS WITH A NEW BODY
OR CARNAL (VESSEL)

Spiders CONSUME OR EAT (FLIES) THAT
TRY TO ESCAPE CAPTIVITY. (PRISON)
SPIDERS TRAP AND EAT ROAMING SPIRITS
THAT ARE WANDERING OR TRYING TO
LEAVE THE CLOSET.

IMMORTALITY: FLESHLY CARNAL IMMORTALITY
IS ACHIEVED BY CONTINUED USE AND
SWAPPING OF VESSELS, PURCHASE AND
POSSESSION OF NEW VESSELS AND
EXTERMINATING RIVAL (FLIES) SPIRITS.

The Klu Klux Klan ;

Otherwise called 'The Hidden Empire';
The KKK was commissioned by Adolf
Hitler's (ministry of Enlightenment)
And Propaganda), To subvert And
Overthrow The UNITED STATES Government.

As A white Christian Nationalist Group,
The KKK was illuminated And enlightened
in Their Partnership WITH The Illuminati

The KKK were TAUGHT TO (TALK), (LISTEN),
(SEE) AND (WALK) IN THE SPIRIT.

GHOSTS: The Persons Spirit is called
A Ghost in Klan Culture.

GHOSTS LEAVE THEIR BODY AND
CAN PURCHASE AND POSSESS
OTHER BODIES TO DO THEIR BIDDING.

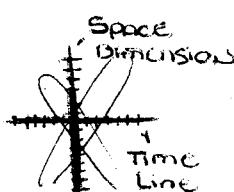
The Hidden Empire: Reference To A
Invisible Dimension OF Alternate
Realities, in Which The KKK own
Several Halls AND rooms (Secret
Halls AND rooms)

(AWAKENING)

NOTE * THE CROSS SYMBOL REPRESENTS WHERE A PERSON LOOKS FOR SALVATION

The KKK WERE TAUGHT TO 'TALK', 'WALK', AND 'SEE' IN SPIRIT, GIVEN 'SPiritual AWAKENING' BY THE ILLUMINATI ASSOCIATION, AND ALSO TAUGHT THE IMMORTAL CRAFT BY THE ILLUMINATI, AND 'SKULL AND BONES' ASSOCIATION. THEIR "PARTNERSHIP" WITH THE ORDER OF THE BLACK SUN, INCENTIVIZED THEM TO AWAKEN THE KKK TO 'DARK MATTER' REALITIES. (SEE THE ORDER OF THE BLACK SUN, FOR MORE INFORMATION)

Sheets/Vestment: The sheets and vestments of the KKK symbolize their wearing of "physical material" bodies. Some of their sheets are white with a black cross, and others are black sheets with a red cross, meaning they can wear both black and white bodies.

**Chronosphere**

(Black Chrono Cross)

Black Cross: The 'black cross' symbolized and represents a 'Black Chronosphere', which is probably the same as the Black Sun. The black cross on a sheet of white, represents (Black Chronosphere) 'moral Nihilism 'beyond good and evil', above and on a sheet of white (moral Christian Purity)

(Red Chrono Cross)

Red Cross: The 'Red Cross' symbolizes the 'Red STAR' (or possibly the Red Ray of light from our sun) indicating 'evil within a moral system / Immorality' on top of a black sheet (moral Nihilism)

THE HEAVEN AND EARTH ASSOCIATION

The heaven AND EARTH ASSOCIATION WAS FOUNDED A 1000 YEARS BACK DURING THE MING DYNASTY.

THE FOUNDERS WERE A GROUP OF MONKS, A RELIGIOUS ORDER, THAT WERE DISBANDED BY THE MING DYNASTY, OF WHOM THEY ORDERED THEIR EXECUTION.

THE HEAVEN AND EARTH ASSOCIATION IS A MYSTICAL SOCIETY, FOUNDED BY EXILED MONKS, WHO BANNED TOGETHER TO FIGHT THE CHINESE GOVERNMENT. THEYVE ESTABLISHED INITIATION RITUALS THAT INCLUDE "DRINKING BLOOD."

MEMBERS OF THE HEAVEN AND EARTH ASSOCIATION TAKE A SPIRIT SIGN FROM THE ZODIAC, INCLUDING A "SNAKE", "HARE", "BULL", ETC.. WHICH SYMBOLIZES AND ENDOWS THEM WITH SHARING IN THE DIVINE NATURE OF THE ZODIAC.

THE HEAVEN AND EARTH ASSOCIATION, HAS 12 'FINGERS' REPRESENTING SPIRITUAL ORDERS CENTERED AROUND THE ZODIAC, AND ACCULTURED TO A VERY "VULGAR" AND "SAVAGE" ADHERENCE TO CHINESE THEOSOPHY AND ANIMISM.

THE RED HARE (HEAVEN AND EARTH ASSOCIATION)

A Animal in The Chinese zodiac That Represents Fertility And Reproduction.

THE RED HARE REPRESENTS ASPECTS OF The Human life cycle, That Encompass DEATH AND FERTILITY.

Possibly Related To Captain Redbeard Who Dipped His beard in blood And Sailed The Pacific Pirating Ships Across The maratime.

The Red Hare was also A well ESTABLISHED brothel For Chinese, Sex WORKERS.

The Red Hare was also THE SYNDICATE THAT Dealt DEATH To Their CUSTOMERS, OR PART OF A ZODIAC SYNDICATE. (Triads)

The Red Hare Deal WITH ASSASSINATION AND SEX WORK. THE Red Hare ARE LIKELY A CHINESE, OR JAPANESE CULTURE. (The 'red hare' is A "Finger" OF The Fraternal body "THE HEAVEN AND EARTH ASSOCIATION" OF China.

Sex: When A Red Hare Has Sex,
He Passes OFF The Spirits Of Souls
He's Consumed To His Partner.

The Spirit Passes Through HIS Penis
And INTO A WOMANS Vagina. Thus,
Reincarnation Is Processed.

Eating: Reubearo ATE HIS VICTIMS.

HIS BEARD WAS RED WITH THE
BLOOD OF MEN HE KILLED.

MEN KILLED BY A RED HARE ARE
HELD IN EITHER SEX ORGAN, DEPENDING
ON GENDER OF THE HARE. FOR MALE
HARE, VICTIMS ARE HELD IN THE NUTSACK,
AND FOR FEMALE HARE, VICTIMS ARE
HELD IN THE FEMALE SEX ORGAN. THE
SPIRIT AND LIFELIGHT OF EACH VICTIM
CONSUMED CAN BE SEEN IN THE BALLS
OR VAGINA OF THE HARE THAT KILLED THEM.

Rejection: Technically VICTIMS ARE SUPPOSED
TO BE REINCARNATED BY HARE DURING
SEX. HOWEVER, WHEN A HARE MASTURBATES
OR PULLS OUT EARLY, THE SPIRIT OF THE
VICTIMS ARE ABORTED.

Teasing: Hare Love To Tease. For Foreplay, Hare will Reject Trapped Spirits. The "Lifelight" Of A Persons Spirit, Can be Seen In A man or womans Cum. Masturbating And Rejecting Spirits On A Girls Face (Facials) And Rejecting Damned Souls Into A Girls Pretty Mouth, A (Blow Jobs) Are One Form Of Teasing. The Girls Can Then (Cum Swap) Passing The Spirit From Mouth To mouth, While French Kissing.

Blow Job: When A Girl Spits Or Swallows A Damned Spirit That Is REJECTED into Her. She Can Swallow Or Spit Cum WITH A PERSONS LIFELIGHT IN IT.

Facials: When A Guy Or Girl REJECTS A Damned Spirit ON A Pretty YOUNG Girls Face. VIDEOS AND PICTURES Can be TAKEN To Tease The Family.

Cum Swap: Girls Can SWAP A Damned Spirit From MOUTH TO MOUTH, WHILE French Kissing.

FOOT JOB / HAND JOB : When A man or woman or boy or girl, REJECT A SPIRIT ON A GIRL OR BOYS HANDS OR FEET. THE SPIRITS LIFELIGHT CAN BE SEEN ON THE CUM.

SNUFF: VIDEOS AND PICTURES CAN BE RECORDED (FTW) TO TORMENT A PERSONS FAMILY AND PLEASURE PAYING CUSTOMERS AND INTIMATE PARTNERS.

A MAN OR WOMANS WIFE AND KIDS CAN ALSO BE 'FORCED TO WATCH' (FTW) WHILE THEIR FAMILY GETS SNUFFED.

AFTER A WHILE, THE REMAINING FAMILY CAN BE SEXUALLY TURNED OUT, OR 'CONDITIONED' WITH 'STOCKHOLMS' SYNDROME.

- * THE REDHARE WAS A ASIAN PACIFIC ORGANIZATION/ORDER, BASED LARGELY ON CAPTAIN REDBEARD. SAME AND SIMILAR CUSTOMS APPLY AS TO OTHER BOAT CULTURES, SUCH AS "SKULL AND BONES"

LA COSA NOSTRA

The Italian business ESTABLISHED in 1890, goes back TO 'Roman Times'. This ENLIGHTENED FRaternity OF ITALIAN Families, FOLLOW A dogma OF THE 'Roman Way': (Note: In Roman Culture A Person Was Known by Their LAST Name, having Only 2 or 3 name parts. For Example: 'I Present 'John' OF The 'SMITH' Family. (John SMITH) The SPIRITUAL Preservation OF both ROMAN AND ITALIAN bloodlines, ARE AN ESSENTIAL COMPONENT OF LA COSA NOSTRA

Symbol



SUN

God Element: LA COSA NOSTRA follows 'THE ORDER OF LIGHT', AS A general 'Luminary' CULTURE, but ALSO has BOATS TO NAVIGATE THE SEA OF TIME.

PUPPETS

PUPPETS: The PHYSICAL AND CARNAL bodies THAT A PERSON WEARS. The COLLECTION OF 'made' HUMAN bodies, FOR SPIRITUAL HABITATION, IS KNOWN AS 'PUPPETS'. A PERSON CAN SPIRITUALLY TRANSFER BETWEEN PUPPETS FOR CONTINUED CARNAL EXISTENCE.

(Larium La Familligio)

Larium : A Larium is a place in the home where a families spirits reside. The Household 'Larium' is usually guarded by an altar with religious totems and candles. The spirits of the 'Larium La Familligio' can transfer into 'puppets' for carnal human existence. (Family Shrine)

 THE BLACK HAND : The 'Invisible Hand' that guides the puppets and controls the spirits and puppets, as well as the Larium. People that die without spiritual awakening, sometimes require a "Helping Hand" to speak and act for them, "The Hand That Controls The Light."

 THE WORKSHOP : Building puppets for spirits to wear is no easy task. Think of 'Pinocchio'. Pinocchio wanted to be a "real boy", so he went to 'Jappettos workshop' to have a body made for him. Everyone knows the story of how Pinocchio got made a boy. NOT everyone knows the story of how Pinocchio became a made man. The workshop makes human bodies for spirits and souls to possess.



PUPPET SHOWS: When ONE CROSSES OR UPSETS
THE 'INVISIBLE HAND', THAT HAND MAY
TURN THE SHOW AGAINST YOU. THE PUPPETS
ON INVISIBLE STRINGS, SOME LIVING AND
SOME DEAD, ALL ARE CONDUCTED BY A
SET OF "PUPPETMASTERS" WHO MOVE
AND TALK FOR THEM. SOME SHOWS ARE
DONE HONORABLY, OTHERS ARE DONE DISHONORABLY.
TO PUNISH THOSE WHO CROSS THE MASTERS
OF THE ~~PUPPETS~~ PUPPETS. 'GETTING A SHOW'
OR 'GIVING SOMEONE A SHOW', IS A FORM
OF SADISM AND DIVINE CRUELTY, WHEREBY A
PERSON'S FAMILY (PUPPETS) DEGRADE THEM,
ATTACK THEM, AND INFLICT HUMILIATION. FOR
EXAMPLE, IF A PERSON WHO IS UNDER THE
AUTHORITY OF THE BLACK HAND, AND UPSETS
THE BLACK HAND, BY ADVERSE ACTION OR
DISOBEDIENCE, THE "FAMILIGLIO LARIUM" MIGHT
TURN AGAINST THEM, EVEN MAKING THEIR
MOTHERS AND FATHERS ROPE THEM, ENGAGE
IN A FAMILY ORGIE, OR CONDUCT OTHERWISE
INTENDED TO HUMILIATE AND DEGRADE THEM.
IN CONTRAST, A PERSON WHO COOPERATES
ANDobeys THE BLACK HAND, WILL BE
REWARDED AND HAVE THEIR FAMILY
CONDUCTED HONORABLY.

• A H

**
THE MOB

EACH FAMILY
IS PART OF
THE BLACK
HAND, HAS
THEIR OWN
"MOB" THAT
ATTRACTS TO
THEIR CULTURE.
EVERY FAMILY
IS DIFFERENT
AND HAS
DIFFERENT
TYPES OF
SPIRITS

The Audience: Every Puppet Show has An Audience,
mostly people of interest who mob together in
Public Square to watch a show. Every show
attracts a different type of mob. Some mobs
are bloodthirsty and sadistic, and want to see
a show of cruelty and sadism. Other mobs
want to see a less violent and more
heartwarming show. Different shows attract
different mobs. The type of show presented
depends largely on "The Family" presenting
the show. Different 'families' put on different
shows depending on the culture of their
'Larium La Famiglia', and the spirits of
the 'Larium La Famiglia' (mob families)

DONS / masters / (Italian word 'Don' means master)
The Black Hand consists of many "DONS"
who are 'masters' equivalent to a "LORD SPIRITUAL"
who is the master of a realm / heavenly realm.
(The word 'Don' means 'master' which is an English
equivalent to a 'LORD SPIRITUAL') The Don controls
the light of the families shrine 'Larium La Famiglia',
and takes care of the families spirits. (Also take
note, spiritual entities are supposed to have free
will and be self governing. To 'manipulate' a spirit
adversely violates the spiritual sovereignty of a person)
When an Italian kisses his family, he is kissing the
hand of the don (master) who wears them
as puppets, putting on a show.

GOOFATHERS / GODMOTHERS :

Since "LA COSA NOSTRA" IS PATRIARCHAL, THE GOOFATHER ASSUMES THE DUTY AND RESPONSABILITY OF TRAINING THE SPIRITS OF THE FAMILY TO SPEAK AND ACT FOR THEMSELVES. (A GOOFATHER IS A 'SPIRITUAL INSTRUCTOR' WHO EDUCATES THE SPIRITS OF THE FAMILY, BOTH LIVING AND DEAD, TO TALK, LISTEN, AND WORK IN THE SPIRIT.)

many disembodied spirits have been wrongly deprived of their memory, personality, and soul, deprived of their identity. returning individual identity, personality, and memory, the restoration of free will and self determination, ~~deprogramming~~, requires someone trained in spiritual instruction and management. (reinstituting a disembodied spirit to conscious self awareness and functional carnal capacity.) / (full cognition)

IT IS IMPORTANT TO REMEMBER THAT THE 'VIOLATION' OF A SPIRITS "FREE WILL" IS A CRIME AGAINST HUMANITY. ALL SPIRITS OF PEOPLE WHO WERE ONCE ALIVE, MUST BE KEPT IN A 'FUNCTIONAL COGNITION' STATE OR RESTORED THERETO. ANY PROLONGED MANIPULATION OF A SPIRIT, IS A FORM OF TORTURE.

many times, the Godfathers and Dons are the same person, performing the same duties.

Sometimes the Godfather is a "Lord Spiritual" while the master (Don) is a "Lord Temporal".

House: A house is a "Divine Construct" thers material form on Earth, serves as a entrance way, into a well crafted divine realm where a family resides.

The Don (master) is Lord of the material realm. The Godfather is usually a "Lord Spiritual", but both however can usually be the same person.

Our Culture: A Catholic saint who was once commissioned to perform exorcism, refused to cast demons into hell. Instead, he found a safe place and locked the demons in a room. This divine mercy manifests in the culture of our thing, which is the acknowledgement of a "way" of life, and acceptance of human vice. Even when a member is killed in their vice, a new body is formed for them. Thus human vice, including murder, is no longer principle.

NOTE: Although I quote scripture, I
DO NOT hold supreme ANY religion,
nor adhere to Christianity

Biblica
(See: Colossians 2: 8-9)

THE ORDER OF LIGHT (THE LIGHT OF TIME)

GOD Element:
Particle Energy/
Photon, Electron

The Order Of Light, having A VAST ASSORTMENT OF Realms AND A CHRONOSPHERE OF ITS OWN, IS HOME TO A VAST ASSORTMENT OF SPIRITUAL ASSOCIATIONS AND COLLECTIVE REALITIES: THE ASSOCIATIONS THAT BELONG TO THE ORDER OF LIGHT, ADHERE TO A UNIVERSE OF LUMINARY DEITIES WHO GOVERN THE SUN AND THE STARS. THE ORDER OF LIGHT PLACES 'LUMINARY' DEITIES IN A CELESTIAL BODY, OF WHICH HOST MANY DIFFERENT RELIGIONS.

LUMINARIES: ALMOST EVERY KNOWN RELIGION HAS ROOTS IN THE ORDER OF LIGHT, SINCE THEY HAVE CELESTIAL PROPERTIES. CHRIST IDENTIFIED AS THE MORNING STAR, BUT SO DOES SATAN. CONFUCIOUS, BUDDHA, MUHAMMAD, ZORASTOR, ALL IDENTIFY AS LIGHT, INDICATING CELESTIAL PROPERTIES. ISLAM, JUDAISM, AND CHRISTIANITY ALL HAVE CELESTIAL PROPERTIES.

ASSOCIATIONS: MANY ASSOCIATIONS AND FRATERNAL CLUBS OR RELIGIONS COMMUNE WITH THE ORDER OF LIGHT, RANGING FROM THE ILLUMINATI ASSOCIATION TO THE MAOIST LUMINOSO, MAFIOSO LUMINOSO, AND MANY OTHER RELIGIOUS GROUPS WHO ADHERE TO THE LIGHT OF TIME.

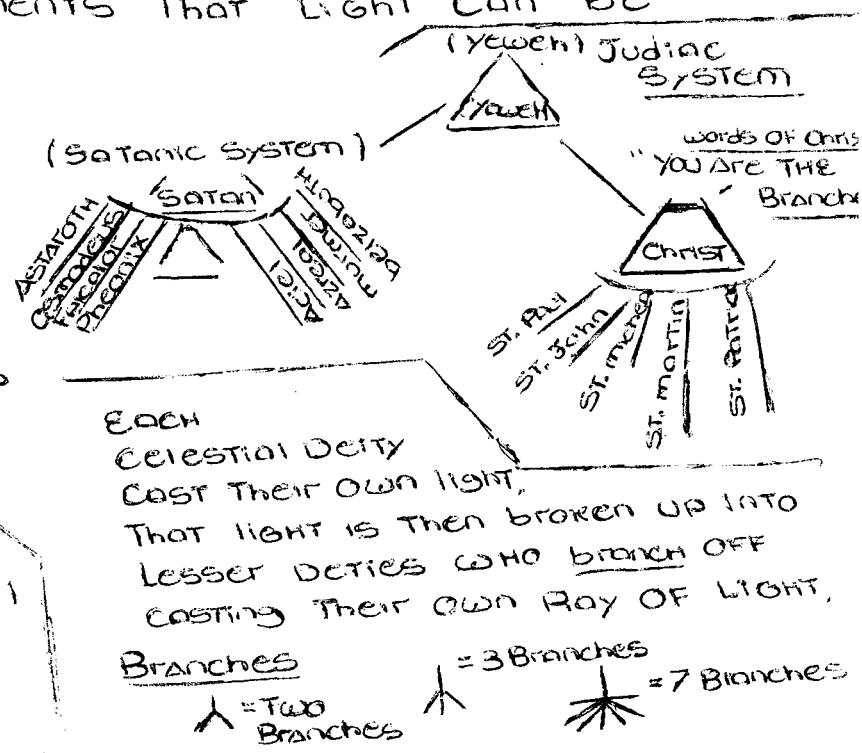
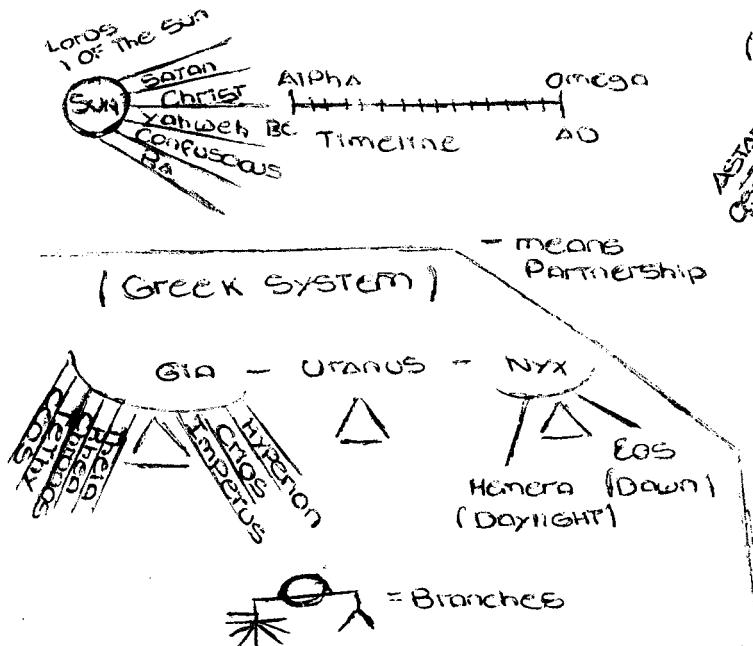
Hall: A stationary place within Time and Space,
Designated for a special purpose, usually a place
where gods reside, with their faithfull followers.

Dancing : A Coordinated Set Of Movements That Allows A Person To Live Eternally Continuing Forever In The Light Of Time. (Dancing in The Fire To Avoid Getting Burnt) - One Misstep Can Lead To Death. (Like Swimming) • Reincarnation • Vampyrrism

SPIRITS: Luminous bodies of conscious energy.
SPIRITS ALONE, WITHOUT SOUL, MIND, PERSONALITY AND
BODY ARE INCOMPLETE. (See 4 Composition of Life)

Prism : A Pyramidal Object That Breaks Up Light Into Separate Rays

Ray: Various Color Segments That Light Can be broken up into. (Yellow) Jud



NOTE: ALTHOUGH I QUOTE SCRIPTURE,
I DO NOT FOLLOW ANY RELIGION AS
ALONE DOGMATIC.

BIBLICAL
(COLOSSIANS 2:8-9)
GOD ELEMENT:
H2O WATER

ORDER OF THE SEA (The Sea Of Time)

The Sea is an AQUATIC CULTURE, WITH ALMOST THE SAME COMPOSITION AS THE ORDER OF LIGHT, EXCEPT THE FUNDAMENTAL ELEMENT IS WATER. THE SAME CONCEPT APPLIES AS TO THE ORDER OF LIGHT, EXCEPT THIS ORDER DEPICTS A WATER CULTURE. ALL TIME AND SPACE HAVE BEEN SUBMERGED IN WATER, A KIND OF AQUASPHERE THAT SPINS TIME IN A WHIRLPOOL. LIKE THE 'YARN' ball 'CHRONOSPHERE' HAS 'THREADS' THAT WEAVE TIME, THE WATERS 'CHRONOSPHERE' HAS "CURRENTS" THAT WEAVE TIME STREAMS, INTO A CHRONOSPHERE OF WATER.

 FISH: PEOPLE THAT ARE STUCK IN THE SEA OF TIME ARE CALLED 'FISH' BECAUSE THEY ARE TRAPPED IN THE "CURRENT," THE FORCE OF TIME CREATES A "CURRENT" THAT FISH CAN'T ESCAPE. A FISH CANNOT MOVE "BACKWARD" IN THE SEA OF TIME, NOR CAN A FISH MOVE AGAINST THE STRONG CURRENT OF TIME. IT'S TRAPPED IN A LINEAR CURRENT OF TIME.

 THE SEA: THE VAST NATIONS, PEOPLES, AND TONGUES THAT HAVE EXISTED THROUGH TIME. THIS IS REPRESENTED AS THE HISTORY OF NATIONS AND PEOPLES SUBMERGED IN THE SEA OF TIME.

Body: IT IS believed THAT THE body IS 90% PERCENT WATER, THUS THE BOAT CULTURES PREFER TO EXIST AS A SUBSTANCE OF GREATER WEIGHT. (Physical body)

Boat: A Boat CAN FLOAT THROUGH THE SEA OF TIME AND PICK PEOPLE UP ALONG THE WAY. A BOAT CAN CARRY PEOPLE ON A VOYAGE THROUGH THE SEA OF TIME, AND DROP PEOPLE OFF AT OTHER PLACES. SOME BOATS ARE BUILT FOR 'LUXURY', SOME FOR 'UTILITY', AND OTHERS FOR WAR.

Fishing: WHEN A BOAT TRAVELS THROUGH THE SEA OF TIME, IT FISHES FOR PEOPLE ALONG THE WAY. SOME IT TAKES TO STRIP, EAT, AND ESCORT INTO A HALL.

Navigating: NAVIGATING IS CHARTING A COURSE THROUGH THE SEA OF TIME, AND FOLLOWING THAT COURSE.

Paroscope: A PROJECTION (COGNITIVE FOCUS) SPIRITUAL PROJECTION INTO FUTURE TIME

Charting: VIEWING PROJECTED TIME THROUGH THE FUTURE AND PLOTTING A COURSE THROUGH THE FUTURE.

Sailing: TRAVELING THROUGH THE SEA OF TIME WITHOUT CHARTING A COURSE FIRST. WHEN YOU SAILING YOU ENCOUNTER WAVES YOU CANT SEE COMMING.

Mr Waves: BIG EVENTS IN THE SEA OF TIME, THAT CAN CAUSE A BOAT TO CAPSIZE AND TURN OVER. (War, Conflicts, Etc.)

Swimming: A Engaging in A set of Coordinated movements, That Allows A Person To EXTEND AND CONTINUE LIFE IN THE SEA OF TIME.
 (Example: Reincarnation, vampyrism)
 (Dancing in fire / Dancing in water)

Current: The forward moving motion of which we are all TRAPPED in. To ESCAPE THE CURRENT, IS TO ESCAPE THE FORCE OF TIME.

* **Diving:** Travelling Through The DEPTHS OF HISTORY, To view, Study, Observe, and even INTERACT WITH THE PAST in The Sea Of Time.

* **Bait:** An ATTRACTIVE OBJECT SET ON A HOOK, SET IN THE SEA OF TIME TO ATTRACT FISH.

* EACH SPIRITUAL THEOSOPHY AND RELIGION HAS A HALL, WHERE ITS BELIEVERS AND FAITHFUL RESIDE. BOATS ARE SENT OUT TO ATTRACT, BAIT, AND CATCH FISH, (FOLLOWERS) TO TAKE TO A RELIGIOUS HALL.

Hall: A HALL IS A STATIONARY PLACE IN TIME AND SPACE DESIGNATED FOR A SPECIAL PURPOSE, USUALLY A PLACE WHERE THE GODS RESIDE WITH THEIR FAITHFUL FOLLOWERS. BOATS BELONGING TO HALLS CATCH FISH (FOLLOWERS) AND DELIVER THEM TO A DESIGNATED HALL.

CHRONOSPHERE DIAGRAM 1

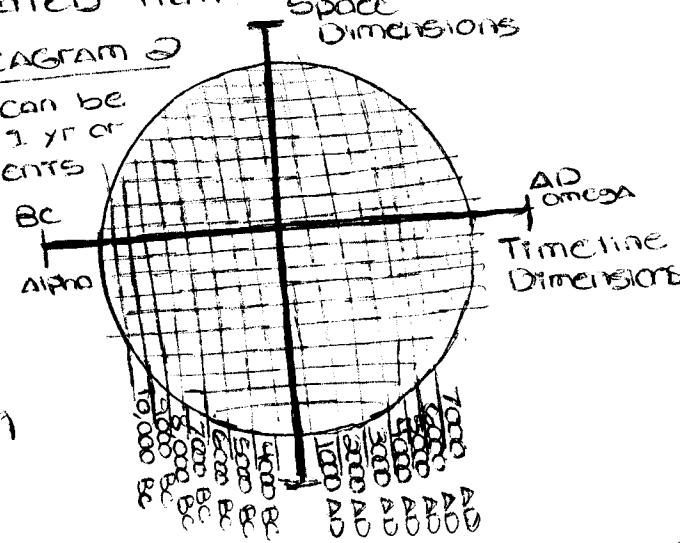
Timeline (Whirlpool)

year
2020
2019
2018
2017

Fish Travel Around
in year increments,
moving up in time
(However This Only
LOOKING SIDEWAYS)

* Timeline can be
ADJUSTED TO 1 yr or
10 yr increments

DIAGRAM 2



| * Philosophies and Doctrines of Spiritual Existence are usually represented with "Space and Time" Spirit Element Constructs (Colossians 2:8-9 Biblica)

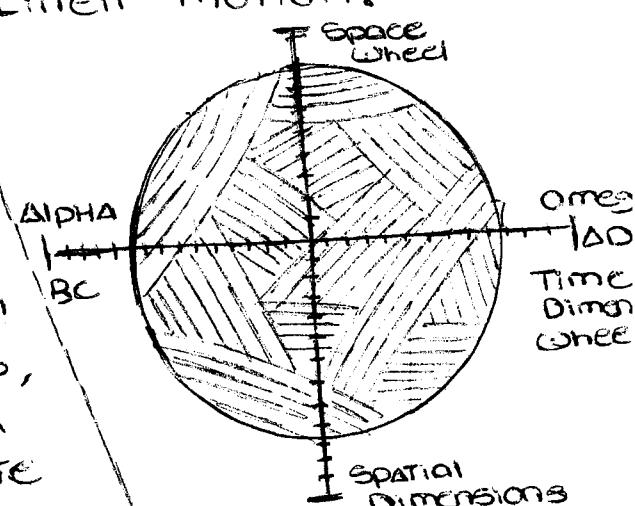
The Entire Concept of Time in The Sea is The Same AS Light. Except The Fabric is different. The Whole 'Chronosphere' design is EXACTLY The Same, regardless of The 'Fabric USED TO Knit Time: Whether it be LIGHT, WATER, ALDER or ANY OTHER DIVINELY ATTRIBUTED ELEMENT.

In The Case OF The Sea OF Time, The WATER is KNITTED INTO A WOVEN ball OF 'TIME', bringing Together 'STREAMS' AND 'CURRENTS' THAT Keep Time in A CONSTANT Linear MOTION.

(TRY THIS)

NOTE * Because There is NO Gravity in Space, WATER CAN be SPUN INTO Threads OR Streams OF Moving WITHIN A "STRAND" OF CURRENTS. Thus, WATER can be WEAVEd in A 'WATERSPHERE' WITH ELABORATE STREAMS moving CONSTANTLY in A CURRENT. (Thus The 'WATERSPHERE Diagram' is A ball OF WATER, in A CONSTANT motion OF moving CURRENTS AND A COMPOSITION OF moving STREAMS Therein. Try To Create This TYPE OF Ball)

Elemental Constructs: Almost ANY Element, Gas, material, Particle, or LIQUID can be TURNED INTO A Chronosphere CONSTRUCT, That CIRCULATES TIME AND REPRESENTS ITS OWN UNIQUE PHILOSOPHY. LOOK AT THE ELEMENTAL PLANETS AND THEIR 'ROMAN' AND 'GREEK' GOD PHILOSOPHIES (Colossians 2:8 Biblica)



* AS The WHEEL OF TIME AND WHEEL OF SPACE, TURN TOGETHER, The Threads Stream OF The SEA OF TIME ARE WOVED INTO A LIQUID "CHRONOSPHERE"

GOD ELEMENT:
DARK MATTER

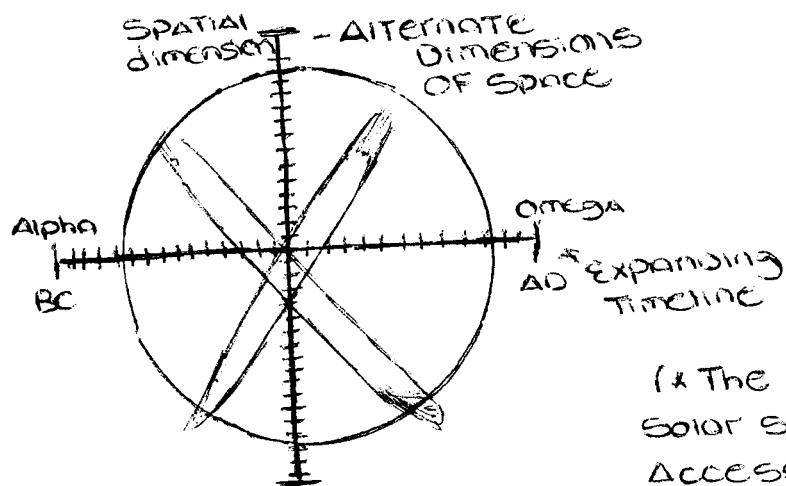
ORDER OF THE BLACK SUN

THE ORDER OF THE BLACK SUN WAS POPULARIZED BY ADOLF HITLER'S "MINISTRY OF ENLIGHTENMENT AND PROPAGANDA", IN 1940, BUT DATES BACK LONG BEFORE THE 20TH CENTURY.

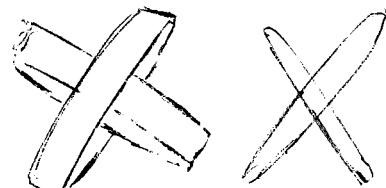
THE ORDER OF THE BLACK SUN ADHERE TO DARK MATTER, WHICH IS A SUBSTANCE AND LIGHT OF ITS OWN. MOST PEOPLE CONFUSE IT WITH 'ANTI-MATTER', BELIEVING IT OPPOSES THE MATERIAL UNIVERSE. HOWEVER DARK MATTER IS A MATERIAL ELEMENT OF ITS OWN, FIGHTING FOR ROOM AMONGST THE LIGHT.

DARK REALITY: COLLECTIVE REALITIES AND ASSOCIATIONS BUILT AROUND THE BLACK SUN, ADHERE TO DARK MATTER AS THEIR SPIRITUAL SUBSTANCE. THE SAME CONCEPT APPLIES TO DARK MATTER AS APPLIES TO LIGHT, EXCEPT IT ORIGINATES FROM ANOTHER SUN. THOSE WHO ADHERE TO DARK MATTER ARE GENERALLY COUNTER CULTURAL, USUALLY NIHILISTS WHO SEEK TO OVERTHROW SOCIAL NORMS THEY FIND MORALLY OPPRESSIVE. UNLIKE 'ANTI-MATTER', DARK MATTER IS MERELY CONTENDING FOR ROOM AMONGST A UNIVERSE OF LIGHT SPREADING ADVERSE MORAL SYSTEMS.

The Black Sun: The Black Sun has its own 'Timeline' and dimensions of reality, realities, as well. (The Chronosphere of the Black Sun has a similar function to the Chronosphere of our sun) Both our sun and the Black Sun, have their own separate heliosphere.



The Chronosphere and Chronocores apply to every solar system.



(* The Black Sun's solar system can be accessed by a stargate)

In their solar system, there are many habitable worlds, all of which have a culture casted by the light of a Black Sun.

NOTE:
The last part on perspective has nothing to do with seeing a dark system. Some solar systems are dark, others are full of radiant light. Our ability to see dark systems, depend on our eyes. Ability to see any reality is more about administrative connection

Some solar systems are dark, others are full of radiant light. Our ability to see dark systems, depend on our eyes.

The way we view the world and the universe and the way the universe views us. The conflict of 'perspective' and way of life, gives us our own light.